

ISSUE NO.
241
MARCH
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GTM

GAME TRADE MAGAZINE



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IN THIS ISSUE:

- RELIVE CLASSIC ARCADE ACTION WITH WIZKIDS' *ULTRA DELUXE 2D ARCADE MEGA FIGHTER CARD GAME!*
- STEP INTO A WORLD OF WONDER AND MAGIC WITH THE *WARDLINGS CAMPAIGN GUIDE* FROM RENEGADE GAME STUDIOS!

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In *Cosmic Encounters Duel*, you'll go head-to-head with your opponent, racing to win control of five planets in order to join the Cosmic Citizenship Council.

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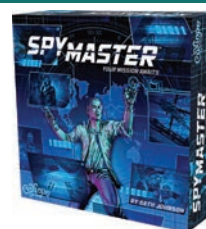
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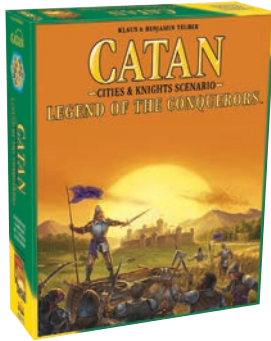
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Greetings Dear Readers!

Welcome to your March issue of *Game Trade Magazine*!

This month, the crew over at Fantasy Flight Games demonstrates that intergalactic politics is not always an easy gig — in *Cosmic Encounter Duel*, players compete for the one open spot offered by the Cosmic Citizenship Council with a rather unorthodox race to control five planets and earn the coveted title of Certified Civilization.

Of course, if you prefer your alien combat to be more of a melee, then Bandai has you covered with the latest offerings in their Dragonball Super Card Game series! Be sure to check out the exclusive booster pack within this very issue and take the fight to your opponent!

The science fiction fun doesn't end there — part two of our exclusive *Shadowrun* fiction series, *Extraction Action/Reaction*, continues as we meet decker-extraordinaire, Gentry. The run continues with the latest chapter, *Overwatch*.

That's not all for *Shadowrun* action in this issue — be sure to grab your exclusive *Shadowrun* NPC card inserted in this issue! There are 50 different NPCs total for use with your next *Shadowrun Sixth World* game! Next we travel from the dark streets of dystopian Seattle to the fantasy realm of the Wardlings! Based on the hit pre-painted plastic miniatures line of the same name from WizKids, the *Wardlings Campaign Guide* has everything aspiring adventurers need to begin their quests. This 5e-compatible RPG sourcebook will be a surefire hit with role-players who are young or young-at-heart.

And if you need fantasy trappings to set the stage for your miniatures, look no further than Mantic's *TerrainCrate* line for everything you could need for your next tabletop fantasy experience and more!

Next up in our awesome fantasy coverage is a *Cutthroat Caverns* retrospective from Smirk & Dagger's Curt Covert. Curt takes us through each of the expansions for this infamously fun game of kill-stealing and backstabbery, where players must trust each other — but only to a point.

Last, and certainly not least, we're continuing our 20th anniversary celebration with a fantastic giveaway from Thames & Kosmos this month, so be sure to enter!

All this and more! We're in like a lion, and it doesn't look we're slowing down anytime soon.

Game on,
JG



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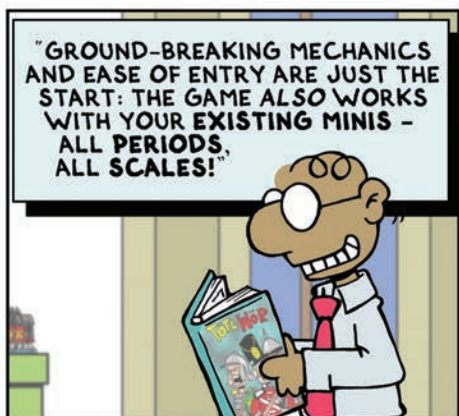
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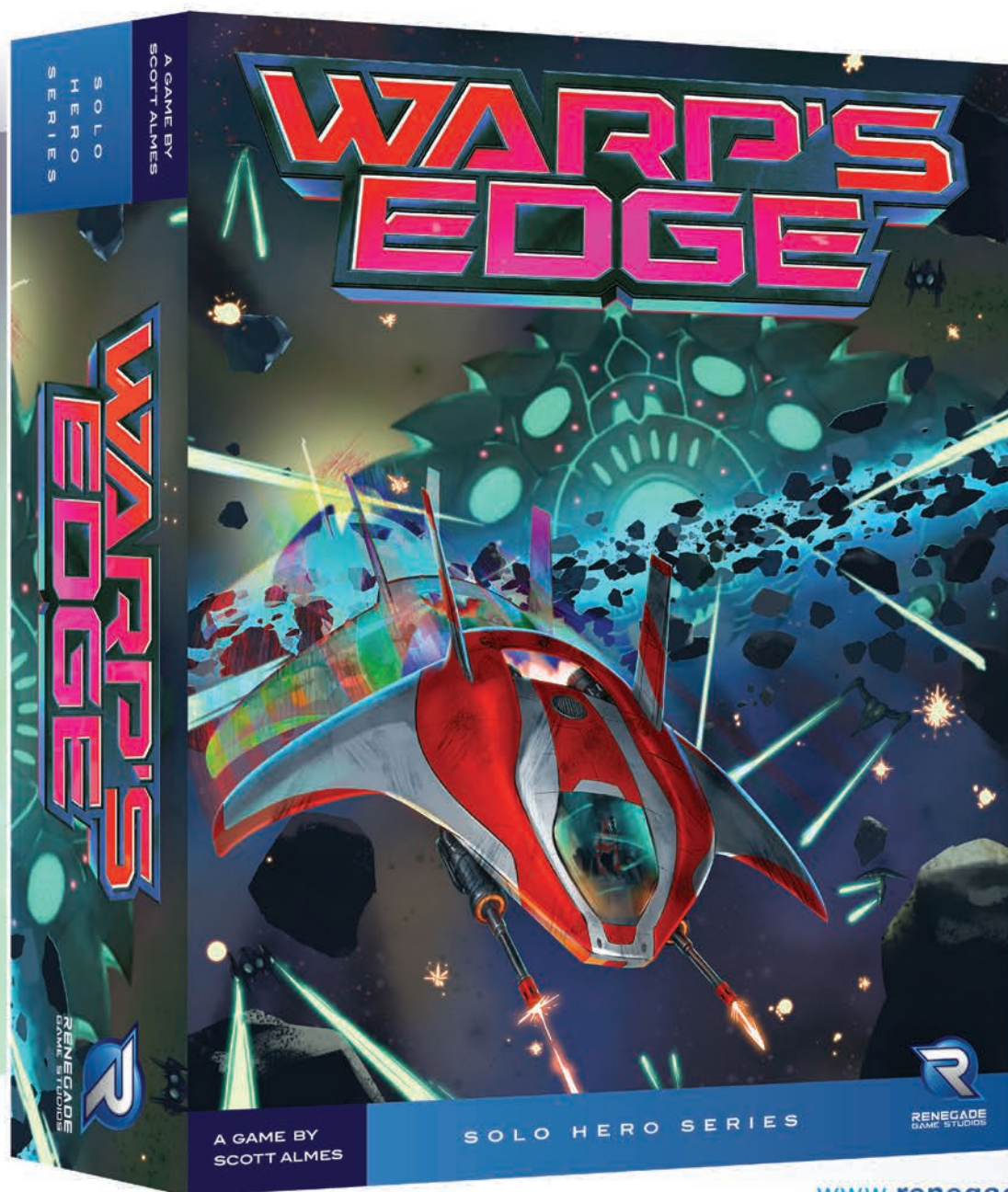


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You are rookie pilot, Taylor Minde. Stranded in the far reaches of space, you emerge from hyperspace to find yourself on the doorstep of the enemy fleet! In the instant before you are blown up, you warp back to the start of the battle. The enemy fleet is in front of you again. But your laser batteries have reset, too. You have a second chance, and now you know what's coming...

FIGHT. WARP. REPEAT.
AVAILABLE JUNE 2020

Ages: 10+ 1 Player 30-40 min
MSRP \$35 RGS02072

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

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SPOTLIGHT ON

GTM
GAME TRADE MAGAZINE #240
GTM contains articles on gaming, reviews, game related fiction, and will contain games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 240... \$3.99

ART FROM PREVIOUS ISSUE

ADAM'S APPLE GAMES

SWORDCRAFTERS: EXPANDED
The enemies are growing stronger and the King has called you to craft an enhanced sword of protection using Sword Rules, Sword Mastery, and Sword Tips. Contains three modules to use and match with those Swordcrafters for amazing replay value.
AAG 1321... \$20.00

TRUCK OFF FOOD TRUCK FRIZZY: ROLL AND WRITE
Become the American Dream on Wheels as a Food Truck Titan in this zesty follow-up to Frizzy! The Food Truck Frizzy. The Roll and Write play 1-99 players for the ultimate food truck dice rolling competition. Your route, timing, and game play will be critical to maximize your profits and your opponents will try to spoil your sales.
AAG 1211... \$20.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

TINY TOWNS: FORTUNE
In Tiny Towns: Fortune, the creatures of the forest have prospered under your leadership, and the town is thriving! With the new prosperity comes wealth and fortune, along with the ability to create in new and exciting ways! Tiny Towns: Fortune introduces coins to the game, along with new buildings featuring new shape combinations and abilities. The buildings you use and interact with your coins in ways that create exciting strategic combinations. All of these are completely compatible with the previous Tiny Towns buildings and the coin system is easy for any player to pick up and add to their strategies!
AEG 7072... \$29.99

GAMES

ANVIL & GAMES

ETHERIUM: THE ROLEPLAYING GAME
The Etherium Roleplaying Game opens Anvil & Games' miniature, slashy genre to a whole new virtual frontier with a full release you can use to enter the Etherium Nexus as a character of your own creation. Take a deep dive into this dystopian cyberpunk future, a game with an innovative dice mechanic that simulates the limitless possibilities of the Etherium digital metaverse. Your body may be trapped in a simulation, but playing the Etherium Roleplaying Game will transport your character to a brilliant new digital dimension. Scheduled to ship in December 2019.
ABG ARPG00... \$50.00

ARCANE TIMMEN

DRAGON SHIELDS: (100)
Scheduled to ship in January 2020.

BRUSHED ART SLEEVES - LANE THUNDERHOOF COAT OF ARMS
ATH 12042... \$12.49

BRUSHED ART SLEEVES - LANE THUNDERHOOF PORTRAIT
ATH 12044... \$12.49

BRUSHED ART SLEEVES - SATURN COAT OF ARMS
ATH 12038... \$12.49

MATTE ART SLEEVES - SATURN PORTRAIT
ATH 12034... \$12.49

ARC DREAM PUBLISHING

DELTA GREEN RPG: EX OBLIVION
The past is bloody, technology still lingers. Something evil has stirred in a tiny desert town. A gruesome crime drops Delta Green to the haunted desert. Bodies have been brutally mutilated. Broken words turned into the shrill speak to the insanity of the killer and, to Delta Green, the urgency of the investigation: HOME DAGON HOME! THANDLER SEA TO THE SEA. Scheduled to ship in December 2019.
APU 8138... \$14.99

ARES GAMES

THIS WAR OF MINE: DAYS OF THE SIEGE EXPANSION
In Days of the Siege players are engulfed in an open conflict happening inside the city. The days of siege are over, but have decided to infiltrate Pogor and engage the occupying forces in the last desperate attempt to take over the city. During three intense acts of the campaign players will have to find a way not only to survive, but also to handle the chaos and brutality of war. Additionally, the module featuring children will enable players to take their experience to a new level, while new locations will stretch every Scenario and Campaign from the base game. Scheduled to ship in January 2020.
AGS DTHW03... \$49.90

THE ARMY PAINTER

SPOTLIGHT ON

WET PALETTE
The best wet palette there is - superior quality and custom designed to keep your warpaints preserved perfectly smooth and creamy! The Wet Palette comes with 2 sheets of hydro bloom and 20 hydro sheets. Special sewer layer design can hold up to 6 Warpaint brushes and 10 Hobby brushes from The Army Painter range.
TAP T15051... \$24.99

ASMODEE EDITIONS

FEATURED ITEM

15 MEN
In 15 Men (on a dead man's chest), a group of dangerous old sea dogs will dispute control of a sea vessel and its precious treasure. Who will win out in the end? The brave captain and his faithful companion, or the mutineers? Scheduled to ship in October 2019.
ASM PG505... \$29.99

FEATURED ITEM

7 WONDERS: WONDER PACK EXPANSION
The 7 Wonders Wonder Pack introduces four new Wonder boards that players can develop with the base game. The new Wonder boards include Abu Simbel, The Great Wall, Stonehenge, and Maastricht.
ASM SEV14... \$14.99

FEATURED ITEM

BABY IQ
Baby IQ is the ultimate game to learn facts about pregnancy and babies. It comes with 400 multiple-choice questions.
ASM HES918 \$19.99

FEATURED ITEM

BANDIDO
A high-security prisoner is trying to escape through tunnels starting underneath his cell. Will you be able to join forces and cards to stop him? Scheduled to ship in January 2020.
ASM HES908... \$12.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

Cosmic Encounter DUEL

Cosmic Encounter Duel

CED01 | \$39.95 | Available 2nd Quarter 2020

Attention to all alien species! The Cosmic Citizenship Council has made the unprecedented announcement that it will allow two new alien species to join its ranks. Unfortunately, they forgot to make two copies of the filing form, meaning that only a single species will be granted entrance! It's time for a duel across the planets of the galaxy to determine who deserves the right to become a Certified Civilization.

The universe grows a little bigger and a little brighter with *Cosmic Encounter Duel*! In this head-to-head board game, two players will each take leadership of one of 27 brand-new alien species, intent on navigating the treacherous turmoil and zany contests of a cosmic duel, racing to become the first player to seize control of five planets and join the Cosmic Citizenship Council on a permanent basis!

DUEL FOR CONTROL

At the heart of *Cosmic Encounter Duel*, as with the original *Cosmic Encounter*, players must duel for control of key planets across the galaxy, dispatching ships from their home base and carefully selecting plans and tactics that can give them an edge in the

coming duel. In the original game, the destiny cards determined which player would become the target of an attack, but with only a single opponent in *Cosmic Encounter Duel*, the destiny cards instead inform the players about what kind of challenge awaits them at each turn—most commonly, dueling over a newly revealed planet!

Duels are fast and frequent, but if only one player can become a Certified Civilization, players will have to carefully weigh the consequences of victory and defeat. Each duel begins as players secretly select a number of ships to send to the contested planet, demonstrating the strength of their commitment and how strongly they plan to hold the planet.

Once the first alien ships have landed on the planet, each player must choose a plan card and one of *Cosmic Encounter Duel*'s unique double-sided tactics tokens. These tactics tokens invite players to launch a devastating alpha strike, potentially wiping out enemy ships before the duel is even resolved. Alternatively, a player may decide to protect their own holdings, shielding their ships from enemy tactics. Choosing whether to push for destruction or protect their own ships is a key consideration for both players when selecting their tactics cards!

So long as there are still ships from both sides at the planet once tactics have been revealed, both players will reveal the plan cards that they selected, which can add significantly to their clout on the contested planet. Once any final reinforcements have been summoned,





the player with the greatest clout at the planet will seize control of the contested planet... for now, at least!

COSMIC CONTESTS

Duels over planets are the primary way that players contest for victory in *Cosmic Encounter Duel*, but it's not the only way that a clash can play out. Special cards from the event deck can bring players together in any number of zany or unusual competitions. Players may need to guess the number that their opponent has on a selected plan card, play a quick round of Go Fish, or divide their hand of plan cards into two piles. No matter exactly how the event plays out, these cards are sure to shake things up and force players to think on their feet as they move closer to victory.

Of course, it wouldn't be a *Cosmic Encounter* game without plenty of aliens! There are 27 brand-new playable alien species in *Cosmic Encounter Duel*, each with a game-warping ability. Players may find themselves controlling the genial Friends, who are adept at manipulating the favor of the envoys who arrive to lend a hand to both players. Or, a player may take control of the Knot, who simply choose the winner of every tie!

In addition to the playable aliens, plenty of aliens from the classic *Cosmic Encounter* arrive in the form of envoys. Players will struggle to increase their friendship with these envoys over the course of the game, reaping powerful benefits for envoys on their side. Whether you win over the representatives of the Oracle, the Mind, the Trader, the Anti-Matter, or an even stranger species, these envoys can mean the difference between citizenship and a slow fade into obscurity for your alien species.



WHO WILL TRIUMPH?

Two players go head-to-head for control of the galaxy in every game, but only one will emerge victorious. It will take creativity, guts, and the adaptability for any alien species to survive these duels and claim citizenship at the end of the game.

Whether a player has followed and played the classic game of *Cosmic Encounter* for years, or this is their first experience with these wild, intergalactic battles, there's never been a better time to leap into the game. Players can dive headfirst into a new galaxy of excitement with *Cosmic Encounter Duel*!

...



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CATAN

—CITIES & KNIGHTS SCENARIO—

LEGEND OF THE CONQUERORS™

CATAN – LEGEND OF THE CONQUERORS

Defend Catan! 570 years after the first settlers arrive on the uninhabited island of Catan, an enemy army lands on the northern shores. Knights from every region must join together to defend the island.

Equipped with cavalry and cannon, your knights fight back. Only together will you be able to stop the onslaught. Can you save Catan from destruction?

CATAN: CITIES & KNIGHTS -LEGEND OF THE CONQUERORS SCENARIO
CSI CN3175 \$40.00 | Available April 2020!

TELL EPIC STORIES OVER THE COURSE OF THREE CONNECTED GAMES

In the first chapter, you learn of the arrival of an enemy army from the Old World, sent on a mission to conquer the island and its inhabitants. In the second, you must try to slow the advance of the invaders.

Will Catan fall to its enemies or be triumphant? The final chapter will determine the fate of the island.

While players compete for individual victory, you must cooperate to ensure the freedom of the island, or all players will suffer defeat.

Track your progress throughout the three-game campaign to determine who is Catan's greatest champion.

TAKE YOUR CITIES & KNIGHTS GAME TO THE NEXT LEVEL

Legend of the Conquerors requires the CATAN base game and the *Cities & Knights Expansion*. It's specially designed for those who love *Cities & Knights* and want to add more challenge, variety, and depth; it is the most intense challenge for CATAN ever designed.

We strongly recommend players be familiar with *Cities & Knights* for the most enjoyable gaming experience.

ABOUT CATAN – LEGEND OF THE CONQUERORS

CATAN – *Legend of the Conquerors* is a scenario game for the CATAN base game and the *Cities & Knights Expansion* for 3-4 players ages 14 and up. Play time is approximately 120 minutes per game.

Coming Soon!
CN3175 | \$40.00

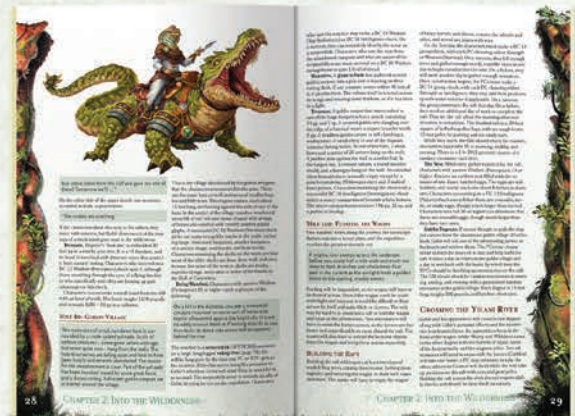
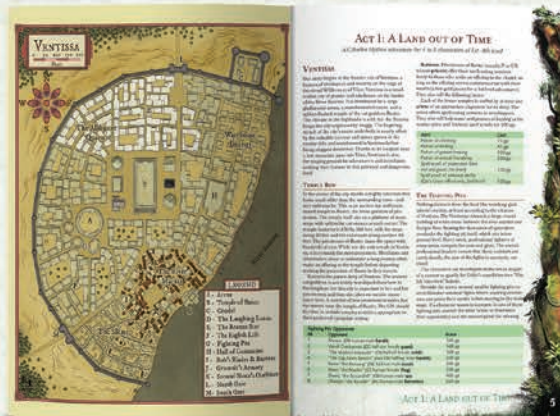
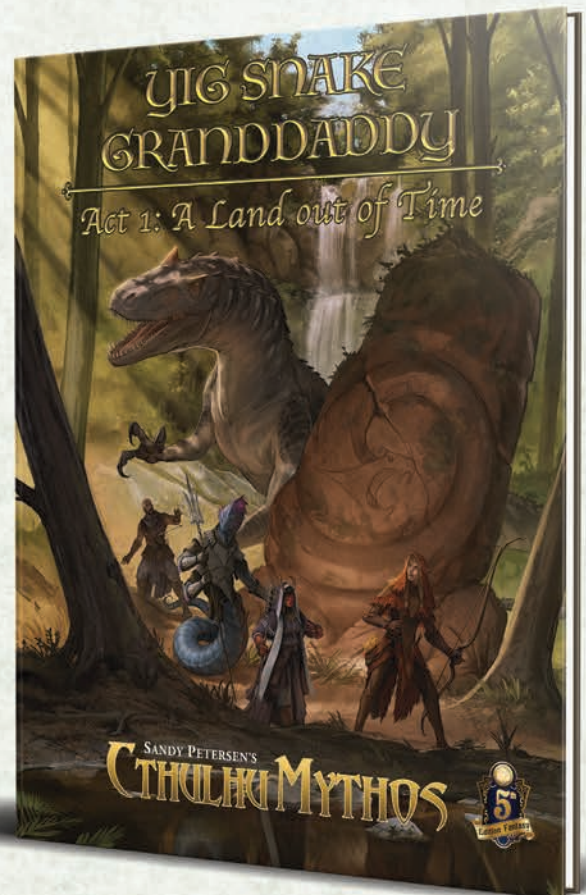
SANDY PETERSEN'S Cthulhu Mythos

YIG SNAKE GRANDDADDY

Based on Sandy Petersen's Cthulhu Mythos, this adventure is full of hyper-brainy ancient species who oppose the PCs. It can be hard to have the enemies who are smarter than the players, or for that matter, than the DM himself!



Act One available
in stores in May,
with new Acts every
month after that!



PETERSEN GAMES
A SANDY PETERSEN COMPANY

www.PetersenGames.com

ULTRA DELUXE 2D ARCADE **MEGA FIGHTER**

WIZKIDS

ULTRA DELUXE 2D ARCADE MEGA FIGHTER

WZK 87503 \$24.99 | Available April 2020!

Ultra Deluxe 2D Arcade Mega Fighter, or UD2D for short, is our 2 Player dueling card game that we built from the ground up to feel like a classic arcade fighting game. Our goal was to create an immersive game that was true to that inspiration and would resonate with both fighting game and card game lovers. But, how do we take the fast paced, often chaotic arcade fighting game experience and condense it into board game form without losing both its charm and aesthetic? From the character roster, to stringing large Combo Attacks, to spending super meter for explosive abilities, we made sure that UD2D was dripping with that authentic feel that fighting game fans of any level would find endearing and enticing.

The process began with the roster. The main draw of any fighting game is a solid set of unique and memorable characters. When designing the fighters, we found ourselves cackling like idiots most of the time. Coming up with absurd character concepts like Pogorilla, Mecha Pope or Tyranosorcerer that have no place existing in a legitimate fighting game was truly a joy for us. We always love opportunities to let our goofy sense of humor take form in our designs, and we couldn't be prouder of this game's look and feel. Our vision could never have been realized without the help of our incredible artist, Vince Patrick, who consistently delivered on our concepts beautifully. Our hope is that players drawn to the gameplay will find endless amusement in our ridiculous roster of fighters, and those drawn to the fighters will in turn find a deep and satisfying experience that they will want to play over and over.

GAMEPLAY

The game is played in a series of alternating turns until one player has KO'd all three of their opponent's fighters. Each turn consists of 3 actions. There are multiple potential actions to choose from, like swapping your fighters' positions, attacking, drawing cards, or gaining super meter, and they can be performed multiple times, and in any order. The flexibility of your actions yields plenty of strategic and tactical moves, letting players try to rush down their opponent or setup for a devastating future turn.

The main mechanic and primary action of the game is, of course, using your Fighter's unique set of attacks to inflict massive damage on your opponent's fighters.



It took quite a few prototypes to finally nail down how we wanted the combat to function. We eventually landed on a card driven system that serves as both a thematic touch, and a continuously evolving efficiency puzzle. A player's hand consists of multi-purpose cards that can be used as either button inputs or as blocks. On a player's turn, they will play buttons from hand to perform corresponding attacks, and must carefully plan the order in which their attacks are played. Stringing together combo attacks between fighters allows players to spend fewer cards during their turns, keeping more in reserve for later. Each turn feels like an efficiency mini game that is incredibly satisfying, and only becomes more so after each repeat play.



Essentially, we wanted a system that allowed Players to strategically string together their fighter's combos to yield big and exciting gaming moments. Players are constantly rewarded for finding clever ways to weave their fighters in and out of combat, using super meter abilities at opportune moments, and maximizing the efficiency of each card played in a combo.

WHY YOU SHOULD PLAY

As far as our target audience for the game, we worked hard to ensure that 'pick up and play' type players would be able to enjoy the game straight out of the box, and remain entirely accessible for a more casual crowd. But we also designed the game in a way that rewards repeat play and deep strategy. While the game is easy to learn and simple in its core mechanics, we have found that more strategic players come back to this game itching to try out different fighter combinations and test the limits of powerful synergies. Many games are decided by a single turn, with the winning player down to a single fighter hanging on by 1 or 2 health points. The fact that the game plays in roughly 20-30 minutes leaves players ready to jump right back into another round.

We love this game, and always love coming back to it to try out new fighter combinations and strategies. We've had such incredible feedback during its design process from so many different types of players, and the game has come such a long way because of it. We appreciate everyone who had a hand in making this game a success, and we are excited to see where players will take it. So, go ahead and PICK YOUR FIGHTERS!

...

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AND WHY WE ARE
CELEBRATING ITS \$60 SRP.



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PAN 201703 \$59.95 | Available Now!

**DINOSAUR ISLAND
IS OFFICIALLY MUCH
MORE AFFORDABLE.
AND THERE'S A
REASON FOR IT.**

After mass success literally all around the world, we decided it was time to make our beloved title reflective of the fan group who adores it. In a world where thousands of games launch every month, we needed DI to continue to rise to the top. To do this, families and casual gamers needed to have access to the game. And now it's official. The title that had the board game world talking about rabid, escaping dinosaurs, slap bracelets and '90s Lisa Frank prints is officially well within reach. Say hello to Dinosaur Island's new SRP. \$59.95 just has a better ring to it. But let's start at the beginning...

Dinosaur Island was initially a game that we didn't see coming. We saw it coming in the sense that we had a game that we felt had a certain awesome zeitgeist to it that had potential. And we knew we had a game that would be ridiculously fun to make. But we certainly had no idea of the freight train it would become. There are a lot of elements that aligned to make this game a phenomenon. But we can only say that in retrospect.

What we had before us three years ago was a prototype of a really good game. But it was not something that we knew was a slam dunk. There were things about

it that we thought could help. Namely, that, at that moment, there had not been a major big box dinosaur game. There had also not been any games relating to a certain major motion picture that came out in the '90s. We knew the game was going to be compared to Jurassic Park, so we wanted to skew away from looking like a JP knock-off. We did this by leaning into the idea of this game being a tongue-in-cheek ode to the original. Like something that may have shown-up in a discount bin outside of a Blockbuster. It needed to really own that. Be in on the joke. And that was the synthesis of Dinosaur Island.





Dinosaur Island is a world that is sillier than it is serious. A world of puns and bright neon colors. Hot pink became the official color of this kingdom. We went ALL in on making something over the top and ridiculously fun. And we had a blast with art direction with the game and had a ton of just phenomenally talented individuals helping to make the vision a reality. Kwanchai Moriya and Peter Wocken took the plan and ran with it. The aforementioned Lisa Frank was just one of the many elements of '90s inspo we brought to the world. Now pink dinosaurs are just par for the course. An official change in our collective gaming history books. But before it was a hit, there was a good deal of push back.

It's true, the immediate response to our little, technicolor dino game was mixed. The colors were bold and, at the time, this was a very odd color palate. Pandasaurus perhaps seemed a bit bonkers, but we loved the potential this game had to stand out from a crowd. And stand out it did. There are various reasons for this, but I believe one of the major points that led to its gradual exaltation was that it felt very inclusive. It was fun, it was bright. It didn't take itself too seriously. I often hear that Dinosaur Island was a first or next step game for fans. This is pretty bonkers when you consider that the game is not gateway. It's certainly next step. But Dinosaur Island is not intimidating. It hides its math well and sinks you deep into the immersive world of its setting. Also, literally everyone loves dinosaurs. And when dinos pair with puns, apparently nothing can stop that train! In short, Dinosaur Island became an escape

where people could act like themselves, laugh uncontrollably with friends and sink deep into a strategy game.

DI had already sold 30,000 units by the time we started hearing from waves of interested foreign partners. The same hesitations about color palate that we encountered in the US before its success were an even greater impediment in the foreign market. There was definitely a sense that a game like this would not be a success. Certainly not in a world of muted browns and yellows. But its initial success was enough to get enthusiastic bites from Spain and France. Germany followed suit this Essen, to great acclaim and are now on their second print run. You can also purchase the "Clever Grill" in Korea, Japan and China.

But even with all of its success, when we took sales for our company in-house on January 1st, we started discussing our Jurassic-sized IP and what the future looks like. The thing we felt more than anything is that the game could benefit greatly from a price change. We had a number of constraints at the outset leading to its \$80 SRP. There was a ton of plastic bits and the game has boards the size of the park's inhabitants. It was important to us that the game had big, bold pieces that were evocative of its theme. Component pricing and sales percentages had us stuck like a fly in amber. So, Dinosaur Island was where it was.

Until now... We have secured pricing that will allow us to drop the price of this classic to a point where accessibility is within far better reach. We are beyond

excited to see what this will do to open the doors of new Dino Island fanatics everywhere. We are also quite proud to say that nothing else will change with this price drop. All the same quality components, all the same giant boards. Everything that made Dinosaur Island a smash is available to stores and to fans at a price that will make them smile.

We know there are great things ahead in the world of the go-to game for all things dinosaur. Some of it we cannot mention here, just yet, but the new \$60 DI is officially here and cause for a celebratory raptor dance!



Molly Wardlaw
Owner
Pandasaurus Games

About the Author:

Before hatching Pandasaurus and diving into the delightfully outré world of games, Molly worked in marketing, SEO, and journalism of the musical variety. When she's not sowing fantastical cardboard worlds and pitching games to accounts, she can be found air-drumming in her car with the windows down.

Delving Into The World of **Wardlings**™

The Upcoming 5e Compatible Campaign Guide

Designer Elisa Teague Showcases The World Of Magical Juvenile Heroes Embarking On Perilous, Epic Adventures.



WARDLINGS CAMPAIGN SETTING

RGS 01150 \$40.00 | Available April 2020!

I've spent the last 30 years playing roleplaying games with my friends, acting out heroic feats of enormous magnitude and well-crafted plots of strategic diplomacy. After a long career in the game industry, where I've both been able to create tabletop board games and contribute to the amazing RPG worlds I've played in for years, I finally got the chance to build something new. Well, mostly new.

Renegade Game Studios approached me with a magical opportunity: take the brilliant sets of already produced WizKids *Wardlings* miniatures (originally conceived and designed by Bryan Kinsella) and create a new roleplaying world in which they exist. If you aren't already familiar, the *Wardlings* line features children and their animal companions, packaged together for players to use in their existing games. They are a hit among gamers of all ages, but I was told of a common and constant request: a place where these children can stand out and be the heroes. The guidelines I received were as follows: the game should be 5th Edition compatible; the *Wardlings* should not only fit into the world, but the children themselves should be the only ones with magical abilities; the *Wardlings* should not be able to die unless they are adults; and anything I write had to compliment the existing packaging already in print. WizKids provided the high-level world-building foundation, original illustrations and miniatures that we then did a deep dive and fleshed out.

A WHOLE NEW WORLD

I began to envision a set of twin planets, ruled by twin gods who can manifest in various ways, but most often as an interconnected childlike being named DexMya. A history of the first planet, Or'Mya, began to unfold and become the focus of this book. Here, the people of the world began to abuse and take their use of magic, called Oor, for granted. As their planet started to develop from small villages into larger cities, so did the responsibilities of the people. Adults began to forget DexMya, the source of the Oor, which angered the twin gods greatly, so they took it away from the adults and gave it only to the children, who were blessed with the ability to manipulate the Oor once a familiar bonded with them at a very young age. These familiars would guide and guard the *Wardlings*, saving them with their own Oor if ever they should get into a situation that would cause them irreparable harm.

However, this came at a price: each time a *Wardling* was saved from death by their familiar, they would awaken one year older. Once a *Wardling* is 18 years old? Enter the haunting tune... As the world of Or'Mya began to fill out, so did new flora and fauna, cities and governments, and of course, races of people. But here, with the magic system aging-out at 18, I faced another challenge. How does a system like 5e, which features races that all age differently, fit in with these new magic mechanics? The answer is that they don't.

FRESH FACES

My answer to this "problem" was to create a new set of human variants that would occupy the world of Or'Mya. While certain races like Orcs, Elves, and Dwarves exist there, they are not playable as player characters. Instead, Or'Mya is populated mainly by Humans, Finfolk (an amphibian variant who have mostly migrated to land), Snowcaps (a hardy group of mainly nomadic hunters who live in the snowy northern regions of Or'Mya), Squatch (a hirsute variant who live mainly in the forest treetops), and Midbari (desert tribesman with a resis-





tance to heat and a penchant for navigating by the stars), all who resemble human children and age at the same rate as humans, and each with their own special skills and abilities.

ALL CLASSES ARE MAGICAL

With the new magic system of Oor, characters also get to customize their characters and their abilities with many choices as well. Each character has a pool of Oor, represented as points, from which to draw to cast spells or spark other abilities, in addition to their normal spellcasting abilities. Even characters who are not traditionally spellcasters have access to Oor, which gives every Wardling some sort of magical ability. Oor is flexible, so that in any given situation, a player can strategically plot out how to best use of their resources. Certain classes can manipulate the pools themselves, by transferring Oor or converting them to hit points and other resources. Ultimately, the magic system gives a lot of power to our small heroes, who normally wouldn't seem like they can face the challenges ahead of them. They are, of course, the only guardians of Or'Mya... and there are some great and powerful forces out there who wish to root out all of the Oor for themselves, destroying the planet in the process if they have to!



NOT JUST FOR KIDS

While the characters in the *Wardlings Campaign Guide* are children, this campaign setting is not restricted to child players at all. The book is whimsical with gorgeous fantastical art, but the rules are still very much 5th Edition! The artists at Renegade Game Studios were able to take my new creations and blend them with the existing WizKids minis in a cohesive book with gorgeous illustrations, clean diagrams, and a fresh layout that I'm sure will entice players of all ages. I can't wait to hear all of the tales that come from campaigns on Or'Mya. As an RPG designer, that's the best part of all of this — the stories that others create from our small nudge of placing a book in their hands.

Wardlings miniatures are currently available at friendly local game stores, and *The Wardlings Campaign Guide* will be available in friendly local game stores in April.

...

Elisa Teague began her career in the game industry nearly 20 years ago and has worked with the greatest game publishers around, designing games such as Geek Out!, Betrayal at House on the Hill: Widow's Walk, Apocrypha Adventure Card Game, Lions Tigers and Bears, Oh My!, and writing adventures and other work to various RPGS such as Dungeons & Dragons, Castles & Crusades, Kids on Bikes, and more.





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KNOW YOUR RATES: THE SHIPS OF OAK & IRON

by Mitch Reed

The new game *Oak & Iron* gives players a wide range of period ships that gives players the option to field and play with massive fleets fighting it out on the open seas.

THE RATING SYSTEM

During the late 17th Century the English started to classify their warships based upon size and the amount of guns they carried which lasted until ships no longer used sails or were made of wood. The rating system broke ships of the line into 6 distinct classes of ships with a 1st Rate being the largest warships on the seas.

During the period reflected in *Oak and Iron* (1650-1750) 1st thru 3rd Rate ships were classified as ships of the line with 1st and 2nd Rate ships having three gun decks with over 100 guns and 90-98 guns respectively. 3rd Rates boasted 64 to 80 guns normally placed on two gun decks. During the timeframe of *Oak and Iron* 4th Rate ships which had two gun decks and 50-60 guns were considered ships of the line however soon after were relegated as "frigates". This brings us to the 5th and 6th rate ships which were also considered frigates with the 5th Rate being classified as a light frigate with one or two gun decks and having 30 to 44 guns and the 6th Rate having 20-28 guns on a single deck.

The term "ship of the line" came about because in a fight each side would form their larger ships into a battle-line where the two sides could throw broadsides with one another. The smaller Men-of-War performed a lot of key duties with the fleet such as scouting, raiding, convoy protection, pirate hunting and even blockades.

The other ships in *Oak and Iron* represent merchant ships (Galleon, Fluyt, and Brigantine) or even smaller unrated warships (Sloop, Corvette and Light Frigate) each of these ships had means to fight and normally acted apart from the main body of the fleet.

BUILDING YOUR FLEET

With 12 different types of ships available, players have a lot to choose from and can re-play major sea battles or smaller skirmishes that never made the history books. The recommended points levels in the *Oak and Iron* rules range from a patrol of 2-4 ships up to an engagement of 5-10 vessels. In the lower pointed games the larger ships of the line will be hard to field and are focused on fights between the smaller unrated and merchant ships, however at the engagement point level you may be able to field up to three 1st Rate ships with points left for upgrades.

Perhaps the sweet spot for the game is the 3rd Rate which comes in at cost level that makes it affordable in all sizes of games. While it does not have the fortitude of the larger ships it has enough firepower to fight them. One can see how a fleet of 3rd Rates, properly upgraded and led would be a formidable opponent to deal with. Another factor for those of us who love historical accuracy should note is that not a lot of navy's had a large number of 1st and 2nd Rates so focusing on a smaller ship would better represent a lot of the combat of the period.

Gamers have a lot to choose from when building squadrons in *Oak and Iron* and with such a wide array of ships almost every naval fight from 1650 to 1750 can come alive on your gaming table.

OAK & IRON

Firelock
& Games

RICHARD GARFIELD KING OF TOKYO

KING OF TOKYO: DARK EDITION

IEL 51678..... \$49.99 | Available April 2020!

The year was 2011, nearly nine years ago as you read this, and *King of Tokyo* was first released into the world. From the mind of Richard Garfield (also known for *RoboRally* and *Magic: the Gathering*), *King of Tokyo* brought kaiju monsters and awesome dice to your tabletop for the first time. "I was admiring Yahtzee and considering that it might be a better game with some player interactivity," Richard told us. "Playing around with that idea I came up with the king of the hill style play interaction that we see in *King of Tokyo*. From there it was only natural to bring in giant monsters."



That first edition of *King of Tokyo* released at *Essen Spiel*, and then landed in the United States in November, the very next month. That first container of *King of Tokyo* was an instant nationwide sellout, reaching and leaving local game stores from coast to coast as rapidly as it arrived in the country. That first print run featured painted dice, which frequently chipped, as well as the first six monsters; Alienoid, Cyber Bunny, Gigazaur, Kraken, Meka Dragon, and The King. Those six monsters came in every copy of *King of Tokyo* that shipped between 2011 and 2016, even as other changes took place, most notably the dice changed to a molded plastic that held their colors better.

"I hoped players would have some fun hanging out with friends and family," Richard explained to us, "and maybe tear down a city or two." Richard's humble hopes for his game have come to pass millions of times, in more than thirty languages, as *King of Tokyo* became an evergreen title in retail stores and game collections around the world.



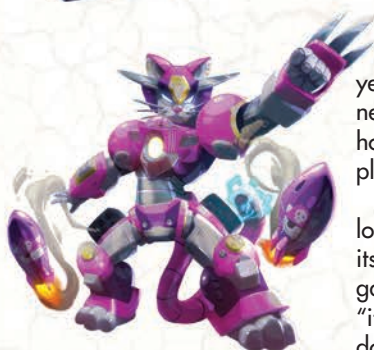
From those humble hopes, the *King of Tokyo* universe has grown, first with *King of Tokyo: Power Up* (2012), which introduced Pandakai, the first new monster for the game, and Evolution cards, and continuing into 2013 release of *King of Tokyo: Halloween*, featuring Pumpkin Jack and Boogie Woogie, as well as new Costume Cards, introducing another mechanic to the growing game. 2014 saw the universe grow further, with *King of New York* adding six more monsters to the game, and buildings for our monsters to destroy.

Over the years *King of Tokyo* has grown with the addition of four Monster Packs usable in either *Tokyo* or *New York*, with iconic monsters like King Kong and Cthulhu joining the kaiju battles, the Egyptian-themed Anubis, and a robot kitty; Cybertooth. Outside the realm of regular retail releases, *King of Tokyo* has grown through promotional materials since the very beginning, with Brockenbar, the first promotional monster, handed out during that initial Essen release. Since then promotional monsters have been made available as convention prizes (like Lollybot and Rozy Pony), as charitable donation rewards (like Draccus, created for the World Builder's Market), and as retail promotions (like X-Smash Tree, distributed with every copy of *King of Tokyo* sent to retailers for the 2018 holiday season).





Despite all the smashes served in the last nine years, this year may be the most exciting year for *King of Tokyo* ever, with exciting releases scheduled throughout 2020! The excitement of a new year for *King of Tokyo* kicks off in April, with the release of the heavily-anticipated *King of Tokyo: Dark Edition*. This single print-run, limited-edition, product features upgraded components (including my favorite *King of Tokyo* dice ever made) and a beautiful embossed cover that makes it a showcase piece for your tabletop game shelf and a showcase piece for your table top. The slow rollout of *King of Tokyo: Dark Edition* has featured reveals of beautiful monsters, new artwork for every card, and the details on Wickedness, a new mechanic that completely changes how you evaluate the roll of the dice. All of these reveals will end on April Fools' Day, when the sixth and final monster shows its fearful noire face to the world.



King of Tokyo: Dark Edition is just the beginning of an exciting year for the *King of Universe*. Later in 2020 you'll see the first of the new National Monsters, thematic monsters from around the globe honoring the cultures, traditions, and myths of many of the great places where *King of Tokyo* is printed and played.

All of these great additions to *King of Tokyo* continue to build the love loyal fans of the game have been sharing and enriching since its release in 2011. While dice and monsters are the heart of the game, that's not all it is. "While *KoT* has a lot of luck," Richard says, "it also has a lot of skills. Players who want to do well will find they do better by constantly being open to a change in strategy as new opportunities open up."

2020 brings excitement to the *King of Tokyo* universe, giving players new ways to play and new monsters to collect. Let the excitement begin.

...

John Stephens is the General Manager of Total Escape Games and the Retail Liaison for IELLO USA. You can email him at john@iellogames.com



Disney Villainous: A Retrospective

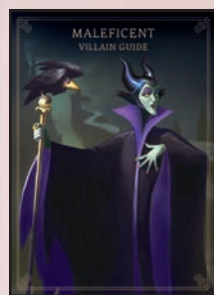
Ravensburger

DISNEY VILLAINOUS: PERFECTLY WRETCHED

RVN 60001866..... \$34.99 | Available March 2020!

Since its release in August 2018, *Disney Villainous* has enthralled Disney Villain fans with gorgeous art, carefully crafted gameplay, and a cast of delightfully diabolical Villains. Designed by Prospero Hall in close collaboration with Disney and published by Ravensburger, *Disney Villainous* has sold over half a million copies and has been published in French, Spanish, Italian, and German. *The Worst Takes It All*, the first *Villainous* installment, won the 2019 Toy of the Year Award for games. In November, the second expandalogue game *Disney Villainous: Evil Comes Prepared* was announced as a finalist for the 2020 Toy of the Year Award.

In *Disney Villainous*, players take on the role of a Disney Villain, each with their own objective and gameplay. Each Disney Villain is carefully crafted to reflect the Villains' personalities and stories, with their own objective, Villain deck, and Fate deck. The Villain deck contains allies, items, and other helpful cards inspired by each Villain's movie to help players achieve their goal. Fate decks, on the other hand, are full of heroes and items a Villain's opponents can use to impede their progress. On their turn, players move their figure — a unique, jewel-toned figure sculpted to capture each Villain's style — to a location on their board, where icons indicate the actions they can perform.



Maleficent, *Sleeping Beauty*

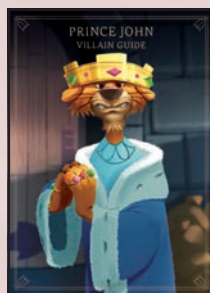
Objective: Start your turn with a Curse at each location.

Appearing only in Maleficent's Villain deck, Curse cards are powerful abilities played similarly to allies and items. However, specific actions can discard Curses, so Maleficent needs to strategize carefully while deciding when and where to play her curses. Maleficent faces a cast of familiar characters from her Fate deck including Flora, Fauna, and Merriweather.

Prince John, *Robin Hood*

Objective: Start your turn with at least 20 power.

Prince John is greedy; his goal is simply to collect power, which is used to play cards in *Villainous*. However, he'll need to spend a little to collect a lot! Most of the actions allowing Prince John to collect power are located at the top of his board, making heroes — which are played to the top of Villain boards and block players from taking actions — especially annoying. Many heroes will steal Prince John's power until they are defeated, and Robin Hood reduces the amount of power Prince John may collect from each action by one.



Ursula, *The Little Mermaid*

Objective: Start your turn with the Trident and the Crown at Ursula's Lair.

Ursula's changing form and binding contracts make her gameplay both challenging and unique. Depending on which form Ursula is in, either her lair or the palace will be locked. (Villains may not move to a locked location, and cards cannot be played to, moved to, or moved from a locked location.) Rather than vanquish heroes with allies like

other Villains, Ursula uses a combination of binding contracts and relocation actions to defeat heroes.

Captain Hook, *Peter Pan*

Objective: Defeat Peter Pan at the Jolly Roger.

Captain Hook must defeat Peter Pan, one of the most



powerful heroes in the game. However, he must first unlock Hangman's Tree, a location that starts the game locked and to which Peter Pan must be played when revealed. Cards in Captain Hook's Villain deck allow him to search his own Fate deck for Peter Pan. He also has cards in his Villain deck that add extra action symbols to locations in his realm.

Jafar, *Aladdin*

Objective: Start your turn with the Magic Lamp at Sulim's Palace and Genie under your control.

Jafar has a multi-step objective requiring several cards to be played in sequence. First, he needs to use the scarab pendant from his Villain deck to unlock the Cave of Wonders location. Then, he must play the magic lamp to the Cave of Wonders, bringing Genie to the same location, and hypnotize Genie using a card from his Villain deck. Finally, he must move the magic lamp to the Sultan's Palace.



Queen of Hearts, *Alice in Wonderland*

Objective: Have a Wicket at each location and successfully take a shot.

The Queen of Hearts must play Card Guard allies and convert them to Wickets before attempting to take a shot. To make the shot, she'll need the total strength of her Wickets to be greater than the cost of the top five cards of her Villain deck, which are revealed by the "Take the Shot" card. Just like in *Alice in Wonderland*, heroes can be made larger or smaller. A card in the Queen of Hearts' Fate deck can enlarge heroes, blocking actions in two spaces;

a card in her Villain deck can shrink heroes back to normal, or shrink down a regular hero to block fewer actions.

DISNEY VILLAINOUS: WICKED TO THE CORE

Evil Queen, *Snow White*

Objective: Defeat Snow White.

The Evil Queen must defeat Snow White to win; however, Snow White can only be played to the Dwarf's Cottage, which is locked at the start of the game. To unlock the cottage, the Evil Queen must play four Ingredients. She must also brew poison with a special action only appearing on her board. Poison is used to defeat Snow White and other heroes in the Evil Queen's realm.

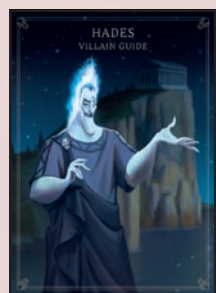




Dr. Facilier, The Princess and the Frog

Objective: Control the Talisman and successfully rule New Orleans.

To win, Dr. Facilier must control the talisman (an item card) when he reveals "Rule New Orleans" from his Fortune pile. The Fortune pile is a separate pile separate from Dr. Facilier's decks and discard pile. Cards allow him to add, reveal, and remove cards from the pile, triggering game effects. Other players can play cards from Dr. Facilier's Fate deck to add less helpful cards to the Fortune pile, making it less likely for "Rule New Orleans" to be revealed.



Hades, Hercules

Objective: Start your turn with three Titans at Mount Olympus.

Hades is the only villain with Titan cards. Titans are played to The Underworld, and Hades must use actions and cards to move Titans across his realm to Mount Olympus. Other players slow Hades down by blocking his movement actions, making it more difficult of Hades to relocate Titans. While Hades can use Titans to vanquish Heroes, freeing up his actions, he must take care not to sacrifice too many of his Titans. Otherwise, his victory will be delayed!

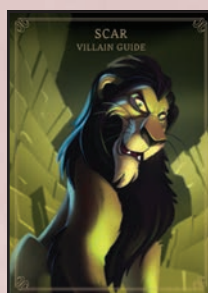


DISNEY VILLAINOUS: EVIL COMES PREPARED

Scar, The Lion King

Objective: Start your turn with at least 15 Strength in the Succession pile.

Scar begins his path to victory by defeating Mufasa, a hero from his Fate deck. Cards in Scar's Villain deck like "Long Live the King" help him to locate and play heroes like Mufasa from his Fate deck. After defeating Mufasa, Scar must defeat other heroes until he has at least 15 Strength in his succession pile. Scar's allies include Shenzi, Banzai, Ed, and other hyenas, along with the wildebeest Stampede.



Yzma, The Emperor's New Groove

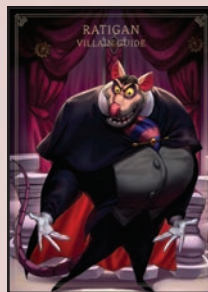
Objective: Defeat Kuzco using Kronk.

Yzma must use Kronk to defeat Kuzco. Unfortunately for her, Kuzco is hidden in her Fate deck. Unlike most Villains, who have a single Fate deck, Yzma's Fate deck is split between each of the four locations on her board. Before she can defeat Kuzco, she has to find him! Cards in Yzma's Villain deck allow her to both search her Fate decks to locate Kuzco and find Kronk in her Villain deck. Kronk does not have enough Strength on his own to defeat Kuzco, but giving him too much extra strength will turn him into a hero!



Ratigan, The Great Mouse Detective

Ratigan has the only dual objective to appear in *Disney Villainous* to date. He begins the game as Ratigan the Superior Mind, who must start his turn with the "Robot Queen" in Buckingham Palace. Ratigan's Villain deck has cards to help him draw extra cards and reduce the cost to play the Robot Queen, an expensive card to play. If the "Robot Queen" is discarded from Ratigan's realm, his objective tile flips and he becomes Ratigan the Rat and seeks simply to defeat Basil, a hero from Ratigan's Fate deck.



WHAT'S NEXT?

Looking for more Villains? Is your favorite missing from the mix? Follow Ravensburger North America on Twitter at @RavensburgerNA for news on new and upcoming Villains and let them know who you'd like to see!

...

ILLUMINATI ALTERNATIVE TRUTHS

ILLUMINATI: ALTERNATIVE TRUTHS

SJG 1578..... \$ 34.95 | Available May 2020!

Yanked bleeding from today's headlines, it's... *Alternative Truths!* Black is white. Up is down. The Naked Mole Rat is next Wednesday, and who's to blame? The Illuminati, of course.

The Church of Violentology tries to take over the Animal Testing Labs (and that should send shivers down your spine, right there). The Lawyers and the Druids throw their weight behind the attack, and Rabble-Rousers increase its power even further. But then Peak Oil hits, and money flows into the defense...

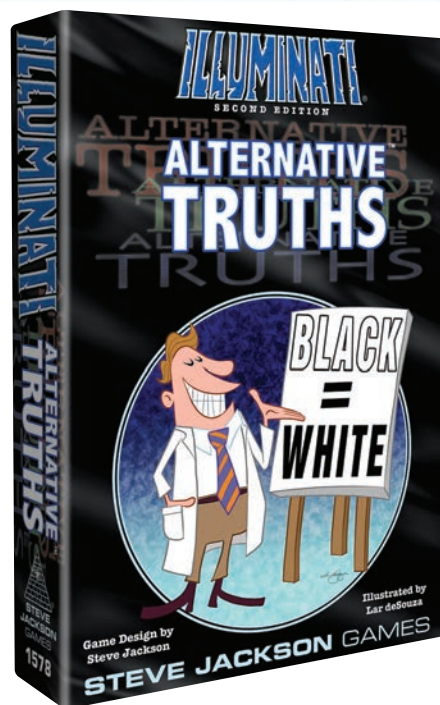
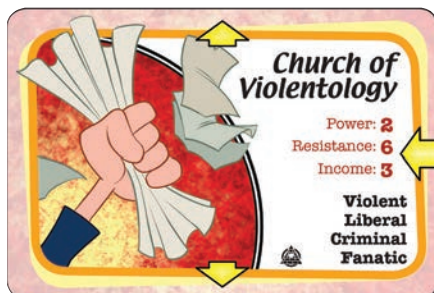
This supplement for the second edition of *Illuminati* features art from Lar DeSouza and adds a new Illuminati group, Shangri-La. Are they really as peaceful as they seem, or is it just a front? (Silly question. With the Illuminati, everything is a front, all the time.) But this set accurately predicts the course of future history! Or, well, maybe not.

For those who haven't yet seen the Second Edition: what's the difference? Rules-wise, it's slightly streamlined. The Government and Communist alignments have been removed, because in the real world they're much less relevant than they used to be (and sometimes hard to tell apart). The "Media" tag, on the other hand, has been upgraded to a full alignment, as the media carries more and more weight every day and media groups try to attack, control, and neutralize each other For Reals.

Art-wise, all the cards except the Illuminati groups (which are just iconic) have been re-illustrated by the inimitable Lar DeSouza. I have really enjoyed working with Lar, and his style — sometimes kind of spooky, always kind of goofy — works perfectly for this game.

At any rate: The basic set of the Second Edition is available now, and if you are an *Illuminati* fan, you want this.

Now, back to what I'm supposed to be talking about: the supplement. *Alternative Truths* includes 125 cards. Three are blank, so you can add your own particular madness to the game. The rest are Groups, Specials, and the much-requested Artifacts and New World Orders. The Artifacts are "things" that an Illuminati group



can possess to get more clout — things like the Midas Mill, Soulburner, and the impossible Blivit. Some are good for extra income or power — some give special abilities like the Great Pyramid, which protects your other artifacts.

The New World Order cards affect the whole game; they represent changes in the worldwide zeitgeist... or maybe it's just something in the water. These include Superpatriot Act, Fanatics Unite!, and Mutual Assured Distraction. While a NWO card is in play, some groups may be more powerful and some less powerful... or they may just put a special rule into effect, like Digital Currency, which gives each Illuminati group an extra action every turn.

Why create an expansion? Both because there were lots of new ideas floating around out there in Crazy Land, and because there were some great cards (not just the Artifacts and NWOs, but Groups as well) that hadn't yet been given the DeSouza art treatment and translated into Second Edition terms.

Oh, and be sure to get your hands on the promo card for this set: Q-Anon ...

Alternative Truths will ship in May 2020.

...

Steve Jackson created both *Illuminati* and the *Alternative Truths* expansion. He is not, as far as you know, a member of the real Illuminati. In fact, he denies that they exist at all. Which is very suspicious, if you ask me.



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #243

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 243 \$3.99

THE ARMY PAINTER

SPOTLIGHT ON



WARPAINTS: METALLICS PAINT SET

These 8 metallic Warpaints come in 18ml dropper bottles, perfect for administering the right amount of paint for your miniatures. The light, creamy viscosity of these acrylic metallic Warpaints is perfect for miniatures, large and small, and they mix perfectly with each other for any variation you might want. Contains 8x 18ml metallic Warpaints and 16x stainless steel Mixing balls. Scheduled to ship in February 2020.

TAP WP8043 \$27.99



FEATURED ITEM



FOREST ADVENTURE

Forest Adventure challenges players of all ages to make fun, unique obstacle courses using memory and strategy! Scheduled to ship in April 2020.

ASM DC5180 \$11.99

GAMEGENIC GAME SUPPLIES

Scheduled to ship in April 2020.



FEATURED ITEM



DECK HOLDER 80

The Deck Holder 80 is a casual deck box to safely protect up to 80 double-sleeved cards.

BLACK ASM GG2521	\$1.99
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ORANGE ASM GG2527	\$1.99
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PURPLE ASM GG2526	\$1.99
RED ASM GG2523	\$1.99
WHITE ASM GG2525	\$1.99
YELLOW ASM GG2528	\$1.99

ASMODEE EDITIONS



FEATURED ITEM



ADVENTURE MART

Adventure Mart is a deck building card game of store management set in a modern, high fantasy world. Scheduled to ship in April 2020.

ASM ADM01 \$29.99



FEATURED ITEM

CADOMINO

Cadomino is a game of speed and observation for children aged 5-10! Scheduled to ship in April 2020.

ASM DC8549 \$14.99





AIR LAND & SEA



2 PLAYERS



20 MINUTES

AVAILABLE NOW!

SKU: AWG AW03AS

MSRP: \$14.99





FEATURED ITEM



MATTE BOARD GAME SLEEVES

These board game sleeves provide a premium protection while blocking annoying reflections at the sleeves.

7 WONDERS / ABYSS 67MMx103MM (80) (BROWN) ASM GG1059.....	\$3.99
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CATAN ENGLISH 56MMx82MM (50) (RED) ASM GG1073.....	\$3.49
DIXIT / MYSTERIUM 81MMx122MM (90) (SAND) ASM GG1055.....	\$5.49
KEYFORGE EXOSHIELDS CLEAR 66MMx92MM (40) (GOLD) ASM GG1070.....	\$3.49
MINI AMERICAN-SIZED 44MMx67MM (50) (YELLOW) ASM GG1067.....	\$2.99
MINI EUROPEAN-SIZED 46MMx71MM (50) (RUBY) ASM GG1065.....	\$2.99
MINI SQUARE-SIZED / KINGDOM DEATH MONSTER 53MMx53MM (50) (DARK BLUE) ASM GG1062.....	\$2.99
MINI X-WING 43MMx65MM (50) (BLACK) ASM GG1068.....	\$2.99
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SQUARE-SIZED 73MMx73MM (50) (BLUE) ASM GG1061.....	\$3.49
STANDARD AMERICAN-SIZED 59MMx91MM (50) (GREEN) ASM GG1066.....	\$3.49
STANDARD CARD GAME SLEEVES 66MMx91MM (50) (GRAY) ASM GG1063.....	\$3.49
STANDARD EUROPEAN-SIZED 62MMx94MM (50) (PURPLE) ASM GG1064.....	\$3.49
TAROT-SIZED 73MMx122MM (50) (ORANGE) ASM GG1056.....	\$4.49



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CATAN ENGLISH 56MMx82MM (50) (RED) ASM GG1072.....	\$2.99
DIXIT / MYSTERIUM 81MMx122MM (90) (SAND) ASM GG1040.....	\$4.99
KEYFORGE EXOSHIELDS CLEAR 66MMx92MM (40) (GOLD) ASM GG1069.....	\$2.99
MINI AMERICAN-SIZED 44MMx67MM (50) (YELLOW) ASM GG1052.....	\$2.49
MINI EUROPEAN-SIZED 46MMx71MM (50) (RUBY) ASM GG1050.....	\$2.49
MINI SQUARE-SIZED / KINGDOM DEATH MONSTER 53MMx53MM (50) (DARK BLUE) ASM GG1047.....	\$2.49
MINI X-WING 43MMx65MM (50) (BLACK) ASM GG1053.....	\$2.49
SCYTHE / LOST CITIES 72MMx112MM (60) (MAGENTA) ASM GG1043.....	\$3.49
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STANDARD AMERICAN-SIZED 59MMx91MM (50) (GREEN) ASM GG1051.....	\$2.99
STANDARD CARD GAME SLEEVES 66MMx91MM (50) (GRAY) ASM GG1048.....	\$2.99
STANDARD EUROPEAN-SIZED 62MMx94MM (50) (PURPLE) ASM GG1049.....	\$2.99
TAROT-SIZED 73MMx122MM (50) (ORANGE) ASM GG1041.....	\$3.99



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MATTE PRIME SLEEVES: STANDARD 66MMx91MM (100)

These Matte Prime Sleeves provide a premium protection for standard-sized cards while blocking annoying reflections at the sleeves.

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GREEN ASM GG1031.....	\$6.99
LIME ASM GG1034.....	\$6.99
ORANGE ASM GG1035.....	\$6.99
PINK ASM GG1036.....	\$6.99
PURPLE ASM GG1033.....	\$6.99
RED ASM GG1027.....	\$6.99
WHITE ASM GG1029.....	\$6.99
YELLOW ASM GG1032.....	\$6.99



FEATURED ITEM



**PLAYMAT XP:
61CMx35CM**
A revolution in playmats!
Introducing a real professional
playing surface. Scheduled to
ship in April 2020.
ASM GG4001PI



FEATURED ITEM



**PRIME DOUBLE SLEEVING
PACK: 64MMx89MM (80)
& 66MMx91MM (80)**
This Double Slewing Pack
contains both inner sleeves and
regular sleeves to provide a
maximum of protection for up to
80 cards.
ASM GG1074\$6.99



FEATURED ITEM



PRIME SLEEVES: STANDARD 66MMx91MM (100)
These Prime Sleeves provide a premium protection for standard-sized cards.
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GREEN ASM GG1019\$6.99
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ORANGE ASM GG1023\$6.99
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PURPLE ASM GG1021\$6.99
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YELLOW ASM GG1020\$6.99



FEATURED ITEM



SIDEKICK 100
The convertible Sidekick provides very easy access to a double-sleeved 100-card
BLACK ASM GG2010\$16.99
BLUE ASM GG2011\$16.99
GREEN ASM GG2014\$16.99
ORANGE ASM GG2043\$16.99
RED ASM GG2012\$16.99
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FEATURED ITEM



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The Side Holder 80 is a casual sideloading deck box to safely protect up to 80 double-sleeved cards.
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BLUE ASM GG2543\$1.99
CLEAR ASM GG2551\$1.99
GREEN ASM GG2545\$1.99
ORANGE ASM GG2548\$1.99
PINK ASM GG2550\$1.99
PURPLE ASM GG2547\$1.99
RED ASM GG2544\$1.99
WHITE ASM GG2546\$1.99
YELLOW ASM GG2549\$1.99



FEATURED ITEM



**SOFT SLEEVES:
67MMx94MM (100)**
Offers an affordable option to keep bigger
collections of gaming cards safe and sound.
ASM GG1014\$1.49



FEATURED ITEM

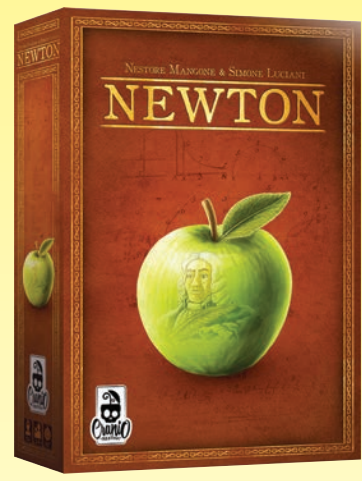


LOGIKTOWN

Logiktown is an easy-to-learn brain teaser that helps kids develop their logical thinking skills.
ASM LGTN01 \$24.99



FEATURED ITEM



NEWTON

In Newton, players take on the role of students in 18th century Europe.
ASM NEW001 \$59.99



FEATURED ITEM



MASTERS OF THE RENAISSANCE: LORENZO IL MAGNIFICO - THE CARD GAME

As the leader of their noble family in the Renaissance period, players must earn prestige and honor through their actions.
ASM REN001 \$49.99



FEATURED ITEM



NEWTON: GREAT DISCOVERIES EXPANSION

Players can further expand their knowledge and continue the pursuit of wisdom with two different modules that can be added to the base game: advanced lessons and great discoveries.
ASM NEW002 \$11.99



FEATURED ITEM



MAGIC SCHOOL

In Magic School, players must work together to associate the magical objects with their owners. Scheduled to ship in April 2020.
ASM DC5144 \$8.99



FEATURED ITEM

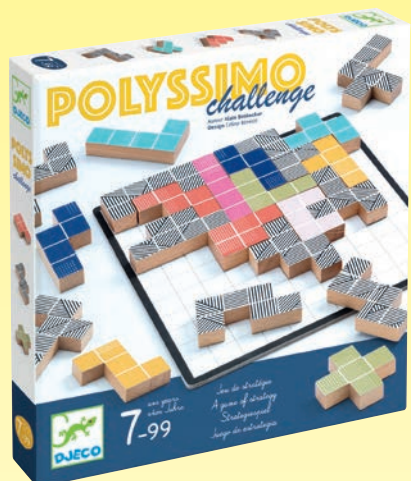


PLUS-MINUS

Plus-Minus helps young children practice basic counting and quantity comparison skills, and older children can improve their existing skills as well!
ASM KK1909 \$14.99



FEATURED ITEM



POLYSSIMO CHALLENGE

Polyssimo Challenge is a competitive, two-player game for all ages that tasks players with placing as many possible pieces on the game board. Scheduled to ship in April 2020.
ASM DC8493..... \$24.99



FEATURED ITEM

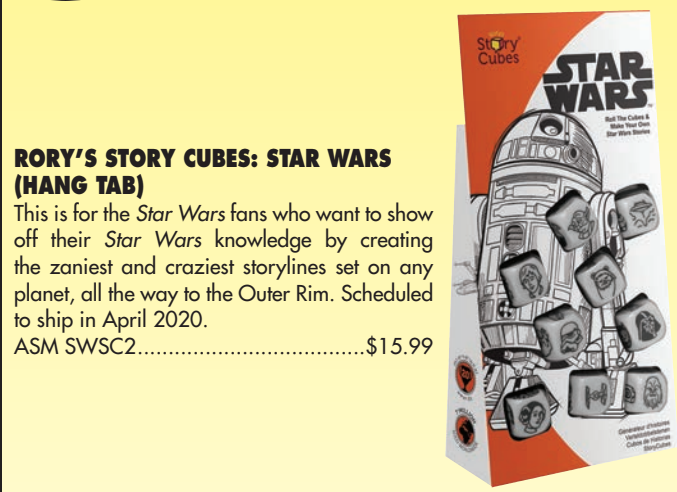


RORY'S STORY CUBES: STAR WARS (BOX)

This is for the *Star Wars* fans who want to show off their *Star Wars* knowledge by creating the zaniest and craziest storylines set on any planet, all the way to the Outer Rim. Scheduled to ship in April 2020.
ASM SWSC1..... \$14.99



FEATURED ITEM

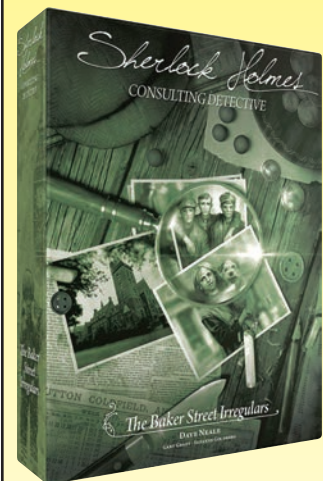


RORY'S STORY CUBES: STAR WARS (HANG TAB)

This is for the *Star Wars* fans who want to show off their *Star Wars* knowledge by creating the zaniest and craziest storylines set on any planet, all the way to the Outer Rim. Scheduled to ship in April 2020.
ASM SWSC2..... \$15.99



FEATURED ITEM



SHERLOCK HOLMES: CONSULTING DETECTIVE - BAKER STREET IRREGULARS (STAND ALONE)

Baker Street Irregulars features ten brand new cases written by a British specialist of Sherlock Holmes. Players embody the Irregulars, the young kids helping the most famous detective ever during his investigations. Scheduled to ship in April 2020.
ASM SHEH05..... \$49.99



FEATURED ITEM



THE SHINING

The Shining is a suspenseful game of cooperation, deception and terror! Scheduled to ship in March 2020.
ASM SH01EN..... \$24.99



FEATURED ITEM



SPICY

Accessible, tricky and amazingly entertaining bluff game. Scheduled to ship in April 2020.
ASM HB16..... \$14.99



FEATURED ITEM



SPOT IT! DISNEY: FROZEN II

Bring Elsa, Anna, Kristoff, Olaf and Sven to the tabletop in the all-new *Spot It! Frozen II*. Scheduled to ship in March 2020.

ASM SP434..... \$13.99



FEATURED ITEM



UNLOCK! EXOTIC ADVENTURES

UNLOCK! Exotic Adventures is now available in a big box format that includes 3 Adventures: The Night of the Boogeymen, Scheherazade's Last Tale, and Expedition: Challenger.

ASM UNL04..... \$29.99



FEATURED ITEM

SWEETS

Sweets is a fun, speedy card game for children in which they practice identifying objects, making decisions, and distinguishing between the concepts of is/isnt and there/not there.

ASM KK1911 \$14.99



FEATURED ITEM

UNLOCK! SECRET ADVENTURES

UNLOCK! Secret Adventures is now available in a big box format that includes 3 Adventures: A Nostalgic Story, Tombstone Express, and The Adventures of Oz. Scheduled to ship in April 2020.

ASM UNL03..... \$29.99



FEATURED ITEM



TWISTY

Twisty is a family-friendly strategy game challenging players to collect tokens in sequences that change every game! Scheduled to ship in April 2020.

ASM DC8404..... \$29.99



FEATURED ITEM



UNLOCK! TIMELESS ADVENTURES

UNLOCK! Timeless Adventures is now available in a big box format that includes 3 Adventures: The Nostalgic Show, Arsene Lupin and the Great White Diamond, and Lost in the Timewarp. Scheduled to ship in March 2020.

ASM UNL06..... \$29.99



FEATURED ITEM

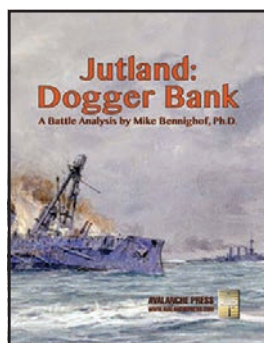


WHAT'S MISSING

What's Missing? is a unique party game of guessing an image by drawing everything around it! Scheduled to ship in April 2020.

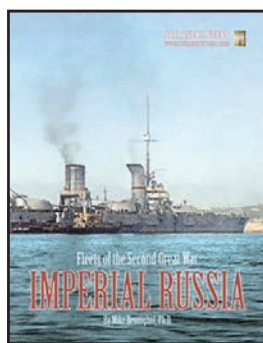
ASM LUWM01 \$29.99

AVALANCHE PRESS



GREAT WAR AT SEA: JUTLAND - DOGGER BANK

The 1916 Battle of Jutland was not the only action on the North Sea during the Great War. The battle cruisers of Britain's Grand Fleet and Germany's High Seas Fleet met in the February 1915 Battle of Dogger Bank, and both fleets continually sortied into the waters dividing them. *Jutland: Dogger Bank* continues the story we began with *Jutland: Battle Analysis 1914* (APL0892). It's a book of history, scenarios and game/historical analysis, all woven together to use our Great War at Sea: Jutland game as the basis to tell the campaign's story in a unique manner. APL 8802 \$24.99



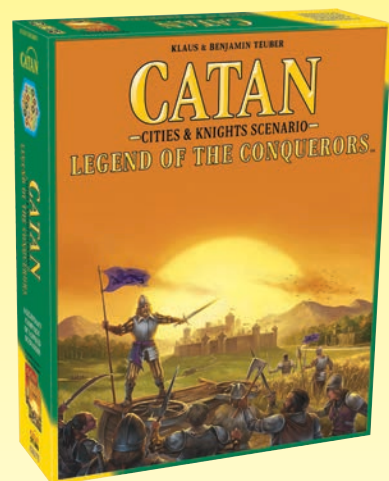
THE SECOND GREAT WAR AT SEA: FLEETS OF THE SECOND GREAT WAR - IMPERIAL RUSSIA

In our own reality, the First World War lasted for over four years, killing millions amid vast destruction and the fall of Eastern Europe's great empires. In our *Second Great War* alternative history setting, Woodrow Wilson's 1916 peace initiative succeeds, leaving the empires intact to fight again a generation later. *Fleets: Imperial Russia* is a sourcebook for the *Second Great War* setting, and a sequel to *Fleets: Imperial Germany*. APL 8803 \$24.99

CATAN STUDIOS



FEATURED ITEM



CATAN: CITIES & KNIGHTS - LEGEND OF THE CONQUERORS SCENARIO

Defend Catan! 570 years after the arrival of the first settlers on Catan, an enemy army lands on the northern shores. Requires *Catan* base game and the *Cities & Knights Expansion*. Scheduled to ship in April 2020.

CSI CN3175 \$40.00

CHAOSIUM

SPOTLIGHT ON



CALL OF CTHULHU: CTHULHU DARK AGES SECOND EDITION

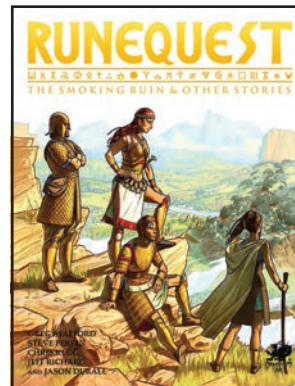
Call of Cthulhu Dark Ages has been updated for *Call of Cthulhu 7th Edition*, completely revised and with a wealth of new setting material. Included are a player's guide to the Dark Ages, an optional Sanity mechanic which mirrors the medieval mindset, rules for the oral tradition of story telling, rules for mounted combat, a grimoire of Dark Age spells and optional rules for folk magic, a bestiary of monsters, as well as a fully detailed setting - the Anglo-Saxon community of Totburh in England's Severn Valley which includes interesting characters, dwelling descriptions, and a multitude of plot hooks for Keepers to use and develop. In addition, three scenarios introduce players to the Dark Age Severn Valley. Scheduled to ship in May 2020.

CHA 23165-H \$44.95

RUNEQUEST RPG: THE SMOKING RUIN AND OTHER STORIES

The Smoking Ruin & Other Stories contains ready-to-play adventures for *RuneQuest*, taking adventurers across the untamed South Wilds, a region filled with reclusive villagers, ancient ruins, beast folk, troll spirits, undead, wolf-brothers, dinosaurs, monstrous mercenary companies, living trees, surly river spirits, and worse! Scheduled to ship in May 2020.

CHA 4039-H \$37.99



TALISANTA: THE SAVAGE LAND

Talisanta is a fantasy roleplaying game and game-setting that was first published back in 1986. This new edition of *Talisanta* is a complete stand-alone game book, which includes the original *Talisanta* rule system. Fully illustrated in color to bring the unique world of *Talisanta* to life. Fans returning to *Talisanta* will find this edition, set in *Talisanta's* barbaric past, offers them a new way to enjoy the setting, while new fans get everything they need to explore *Talisanta* for the first time. Scheduled to ship in May 2020.

5E OGL EDITION CHA 7400 \$49.99
ORIGINAL EDITION CHA 7401 \$49.99

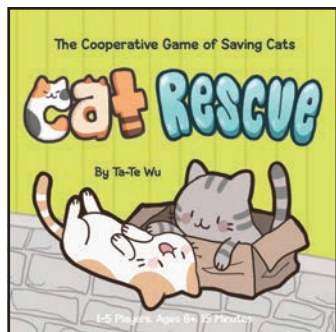
CHRONICLE BOOKS



AUNT AGATHA'S ATTIC

You and your cousins may not like each other very much, but you do all love your Aunt Agatha ... and her vast collection of treasures! So when she tells you to come over and take whatever you want from her attic, you're thrilled, but there's a catch: You must learn to work together with your cousins, and you have to do it fast! If you're really nice to your cousins, you may even get something magical from Agatha. Scheduled to ship in May 2020.

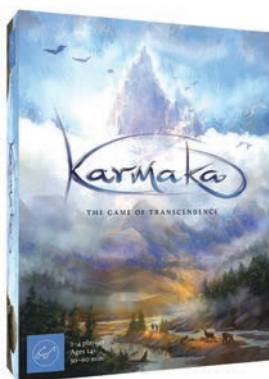
CHR 6925 \$16.95



CAT RESCUE

This sweet, colorful cooperative game gives players one very important goal: Rescue as many cats as possible! With a color matching puzzle mechanic that evokes sliding puzzles or tile matching games and a positive, cooperative angle, CAT RESCUE is a fast and addictive game for 1-5 players all about getting cats off the street, out of foster care, and ready for adoption into forever homes. Each game is about 15-20 minutes long, but players won't be able to resist playing game after game to improve their shared rescue result. Can you become the true cat's meow? Scheduled to ship in May 2020.

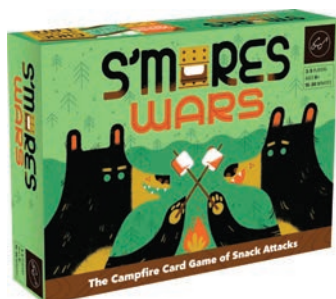
CHR 8035\$16.95



KARMAKA: THE GAME OF TRANSCENDENCE

Climb your way up the Karmic Ladder and be the first to achieve Transcendence—but be careful, bad karma can come back to haunt you in the next life. KARMAKA is a competitive card game for 2-4 players in which everyone starts out as a lowly dung beetle in a karmic universe; but if you play your cards right with good deeds and careful planning, you can ascend the rungs of the Karmic Ladder and be the first to achieve Transcendence! Scheduled to ship in May 2020.

CHR 1196\$29.95



S'MORES WARS: THE CAMPFIRE CARD GAME OF SNACK ATTACKS

Chomp, smash, and splat your way through the battle to build high-scoring s'mores! S'MORES WARS is a competitive and campfire-ready card-drafting game with a sweet tooth for 3-5 players. Players bid on the best Marshmallow, Chocolate, and Graham Cracker cards to build a s'morgasboard of high-scoring s'mores—but when two or more players lay claim to the same ingredient, they must battle it out in a sticky twist on rock-paper-scissors, and to the winner go the spoils! Scheduled to ship in May 2020.

CHR 6628\$19.95

COOLMINIORNOT

A SONG OF ICE & FIRE TABLETOP MINIATURES GAME



FEATURED ITEM



BARATHEON WARDENS UNIT BOX

The Baratheon Wardens unit box gives House Baratheon commanders a tough, resilient set of troops for their forces. Scheduled to ship in February 2020.

COL SIF801\$34.99



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Chronicle Books is known the world over
for innovative books, games, and gifts.



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DPW TOT\$39.95

WELCOME TO: NEW LAS VEGAS

A roll and write without dice where all bets are off! *Welcome to New Last Vegas* is a standalone sequel to *Welcome To Through* your city planning, you have become a better architect. But now, it's 1960s America, and you have taken on a project to build a New Last Vegas! Scheduled to ship in March 2020.

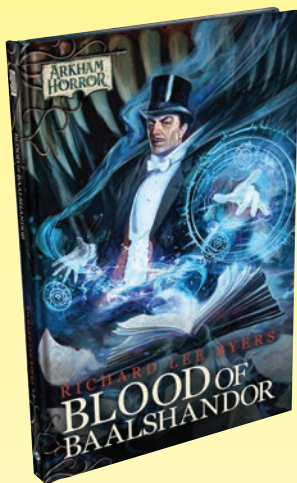
DPW WTNLV \$29.95



FANTASY FLIGHT GAMES



FEATURED ITEM



ARKHAM HORROR: THE BLOOD OF BAALSHANDOR HARDCOVER

This Arkham Horror Files novella by Richard Lee Byers invites you to return to Arkham alongside magician Dexter Drake as he searches for arcane tomes that can shed some light on the secrets he first glimpsed in a torn page from the Necronomicon during the Great War. Scheduled to ship in April 2020.

FPG NAH15 \$14.95



FEATURED ITEM



ARKHAM HORROR LCG: WEAVER OF THE COSMOS MYTHOS PACK

Defend the Dreamlands from the schemes of the Spinner in Darkness in *Weaver of the Cosmos*, the sixth and final Mythos Pack in the Dream-Eaters cycle for *Arkham Horror: The Card Game*! Scheduled to ship in April 2020.

FPG AHC44 \$14.95



FEATURED ITEM



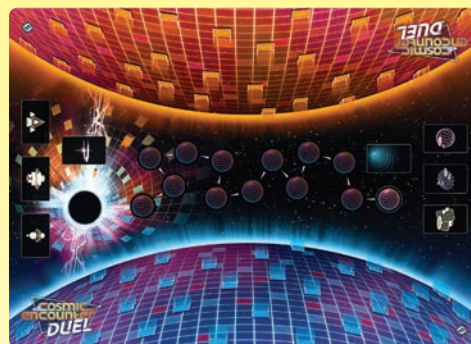
COSMIC ENCOUNTER: DUEL (STAND ALONE)

In *Cosmic Encounter Duel*, you'll go head-to-head with your opponent, racing to win control of five planets. Scheduled to ship in April 2020.

FPG CED01 \$39.95



FEATURED ITEM



COSMIC ENCOUNTER: DUEL (STAND ALONE) - GAMEMAT

This 26 by 36 mat features vibrant original art from *Cosmic Encounter Duel* atop a high-quality, slip-resistant rubber base. Scheduled to ship in April 2020.

FPG CED02 PI



FEATURED ITEM



GENESYS RPG: SECRETS OF THE CRUCIBLE HARDCOVER

Explore a world of boundless opportunity in *Secrets of the Crucible*, a new sourcebook for the *Genesys Roleplaying System* set in the *KeyForge* universe! Scheduled to ship in April 2020.

FPG GNS12 \$49.95

STAR WARS™ X-WING™

WAVE VII

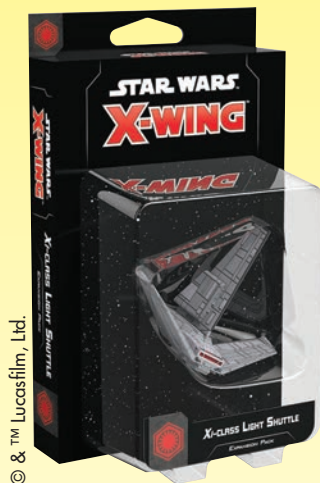


ATTACK ON ALL FRONTS!

Add devastating new options to your starfighter squadrons with the seventh wave of expansions for *Star Wars™: X-Wing*! Three new ships, including the First Order's Xi-class Light Shuttle, the Republic's LAAT/i Gunship, and the Separatist HMP Droid Gunship bring powerful new abilities to their factions while new upgrades unlock even more customization options for your squadrons. Build new squadrons and launch into a new wave of *X-Wing*!



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - XI-CLASS LIGHT SHUTTLE EXPANSION PACK

Lead the forces of the First Order from the cockpit of a Xi-class Light Shuttle! Scheduled to ship in April 2020.
FFG SWZ69 \$29.95

© & TM Lucasfilm, Ltd.

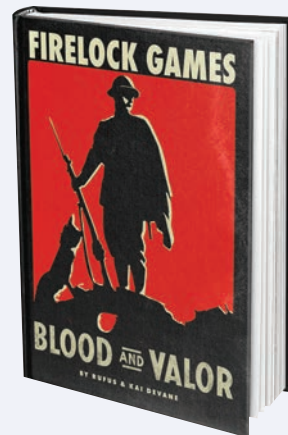
FIRELOCK GAMES

BLOOD & PLUNDER: 6TH RATE FRIGATE

FGD 0108 PI



SPOTLIGHT ON



BLOOD & VALOR: RULEBOOK

Blood & Valor is a skirmish level game set during the conflicts of the Great War. Those of you who are familiar with Firelock Game's previous game, *Blood & Valor*, will feel at home with this game's mechanics. Players deploy custom forces representing a Nationality, determine a scenario, and lay out terrain to recreate one of the historical battlefields of the Great War.
FGD BV0001 PI

FREE LEAGUE PUBLISHING

MORK BORG

MORK BORG is a pitch-black apocalyptic fantasy RPG about lost souls and fools seeking redemption, forgiveness or the last remaining riches in a bleak and dying world. Who are you? The tomb-robber with silver glittering between cracked fingernails? The mystic who would bend the worlds heart away from its inevitable end? *MORK BORG* is a complete game in the OSR genre, that can be played as is or be picked apart for use in your own homebrew.
FLF FLW01 \$33.99



MORK BORG CHARACTER SHEET PAD

Character sheets for *MORK BORG*, for characters dying in an equally dying world. Including both the original ink draining printer-killer version, and a more printer friendly alternative.
FLF FLW05 \$9.99

GAMES WORKSHOP

WARHAMMER 40K



EASY TO BUILD SPACE MARINE PRIMARIS REDEMPTOR DREADNOUGHT

GAW 48-87 \$40.00



SPACE MARINE DEVASTATOR SQUAD

GAW 48-15 \$50.00



SPACE MARINE PREDATOR

GAW 48-23 \$60.00



SPACE MARINE RAZORBACK

GAW 48-21 \$41.25



SPACE MARINE SCOUTS WITH SNIPER RIFLES

GAW 48-29 \$30.00



SPACE MARINE TACTICAL SQUAD

GAW 48-07 \$45.00

GATE KEEPER GAMES

POLYHEDRAL DICE SETS (7)

Scheduled to ship in March 2020.



HALFSIES DICE: BABY

GKG H31 \$13.95



NEUTRON DICE: ICE

GKG N070 \$14.95



NEUTRON DICE: MINT

GKG N0202 \$14.95

NEUTRON DICE: POWER TEAL

GKG N030 \$14.95

NEUTRON DICE: ROSE QUARTZ

GKG N0102 \$14.95

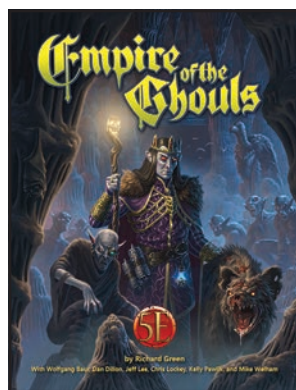
SPOTLIGHT ON

**IN LOVE AND MORE**

A laugh-inducing, collaborative storytelling experience for four players, this game lets you play as two colorful characters in a couple. Each character is played by two players, and with one taking the role as reason and the other being the unconscious, things are bound to get complicated! Hopes, dreams and fears seldom align, and you have to communicate with your actions (they tend to speak louder than words!) as you play through a series of scenes that range from the hilarious and cringe-inducing to the extreme. Can you figure out the true you without losing either your sanity and/or your partner? Scheduled to ship in May 2020.

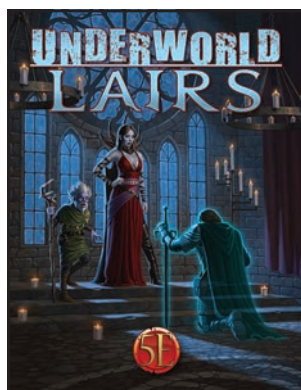
HHP 2000\$25.00

KOBOLD PRESS


**DUNGEONS & DRAGONS
RPG: EMPIRE OF THE GHOULS
HARDCOVER**

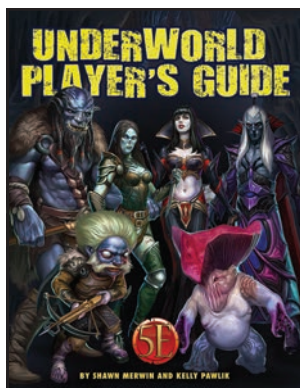
Citizens of Zobeck are going missing and tension grows. Catacombs beneath the urban abodes may have answers, but what lurks in them may not enjoy company. Scheduled to ship in April 2020.

PZO KOBEMP5\$39.99


**DUNGEONS & DRAGONS RPG:
UNDERWORLD LAIRS**

The standalone, single-map adventures for characters of levels 3 to 14 will challenge players with strange societies such as derro and darakhul, fantastical locations like the Skullcap Forrest or an outpost of the Ghoul Imperium, and powerful opposition like a clan of cave giants known as the Sunseeker tribe. Scheduled to ship in April 2020.

PZO KOBUL5\$19.99


**DUNGEONS & DRAGONS RPG:
UNDERWORLD PLAYER'S GUIDE**

The *Empire of the Ghouls* Players Guide adds much needed grime and death to any game! Scheduled to ship in April 2020.

PZO KOBUPG\$19.99



IDW GAMES



BATMAN THE ANIMATED SERIES: ROGUES GALLERY

Gotham City's coffers are ripe for the robbing, but one thing stands in the way of the city's super villains – the reviled Batman. Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective!

- Roll dice to go on crime sprees, collecting cash and avoiding capture.
- Purchase various gear and accomplice cards on the black market.
- Push your luck at the right moment to attract and defeat Batman.

IDW 01658.....\$34.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFFY

AVAILABLE NOW!



MUNCHKIN TEENAGE MUTANT NINJA TURTLES

Teenage Mutant Ninja Turtles blends the humor and gameplay of Munchkin with the enemies and "team-up" themes of the iconic Teenage Mutant Ninja Turtles comics.

- Officially licensed game based on the fan favorite comic book series and Munchkin card game!
- A must-play for any Munchkin fan, Munchkin TMNT puts a radical spin on the classic Munchkin rules.

IDW 01527.....\$24.95

DESIGNER: STEVE JACKSON GAMES & JON COHN
ARTIST: KEVIN EASTMAN & TADD GALUSHA

AVAILABLE NOW!



LOCKE & KEY: SHADOW OF DOUBT

Based on IDW's best-selling graphic novels created by Joe Hill and Gabe Rodriguez, as well as the hit Netflix series, Locke & Key: Shadow of Doubt invites 3-6 players to unlock the mysteries of Keyhouse. In Locke & Key: Shadow of Doubt, players will go on adventures, using the magical keys to unlock new locations and activate special abilities, all while trying to determine who among them may actually be a demon. Playing in 45 minutes and perfectly pairing the suspense of the comic series with hidden traitor gameplay, Locke & Key: Shadow of Doubt is an excellent light-weight game for fans of the comic, experienced gamers, and everyone who's excited for the Netflix series.

- A lightweight hidden traitor game, exciting for casual and experienced gamers alike
- Easy to learn and quick to play, a great filler for game night, or in-between binging episodes
- Filled with stunning art by Gabe Rodriguez, from the best-selling comic



AVAILABLE NOW!

DESIGNER: NEIL KIMBALL
ARTIST: GABRIEL RODRIGUEZ
COVER: JAY FOTOS

IDW 01957.....\$19.99



SEIKATSU: A PET'S LIFE

A family-friendly update to the hit tile-laying game! As adorable pets are placed around a living room board, players score by matching cute animals. As the room fills with pets, players will need to change their focus to the color of the pillows the pets are laying on because additional points are scored on the number of matching pillows they have in their rows.

- A lightweight hidden traitor game, exciting for casual and experienced gamers alike
- Easy to learn and quick to play, a great filler for game night, or in-between binging episodes
- Filled with stunning art by Gabe Rodriguez, from the best-selling comic

IDW 01827.....\$29.99

DESIGNER: ISAAC SHALEV & MATT LOOMIS
ARTIST: NEYTIRIX

AVAILABLE NOW!



INVADER ZIM: DOMSDAY DICE GAME

Play as either Zim or Gir working for their Almighty Tallest Irkin overlords, or as Dib or Agent Darkbootie working to protect the earth as part of the secretive Swollen Eye network! Draw cards to build a crazy machine to either destroy the earth (yay!) or save it (boo!). Roll the BIG POWER DIE and the tiny type die, to activate your machine. The first player to earn 100 energy wins, and everyone else owes them taquitos!

- A dice-rolling game based on the classic fan favorite animated series!
- Packaged in a collectible tin box!

IDW 01425.....\$19.99

DESIGNER: NAME NAME
ARTIST: NAME NAME & NAME NAME (IF MORE THAN 1 DESIGNER/ARTIST)
3RD LINE IF NECESSARY

AVAILABLE NOW!



TONARI

A small island has been hit by a terrible storm, leaving a single fishing boat. Hoping to prove themselves the village's best fisherman, players take turns moving the boat around the island, collecting fish tiles they land upon. The player with the best haul wins, but there's a twist – each player's score is added to their left neighbor's score before determining the winner!

- 42 gorgeous full-color acrylic tiles and game board by Kwanchai Moriya.
- Set collection scoring with a twist: each player's score is added to their left neighbor's score.
- Game design from Alex Randolph and Bruno Faidutti.

IDW 01656.....\$29.99

DESIGNER: ALEX RANDOLPH AND BRUNO FAIDUTTI
ARTIST: KWANCHAI MORIYA

AVAILABLE NOW!



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GAMES

GTM

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WWW.IDWGAMES.COM

SPOTLIGHT ON



YU-GI-OH! TCG: SECRET SLAYERS BOOSTER DISPLAY (24)

Solve the secret to slaying your opponent this Spring with Secret Slayers! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84853\$95.76

LOOKOUT GAMES

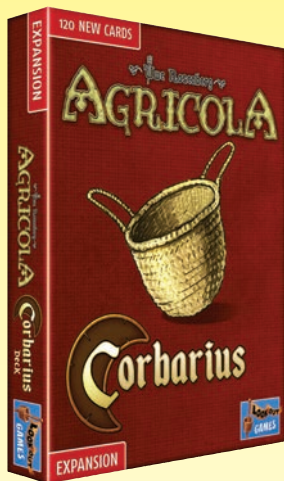


FEATURED ITEM

AGRICOLA: CORBARIUS DECK EXPANSION

Like the Artificer and Bubulcus decks, the Corbarius deck contains 120 cards for Agricola, almost all of which have never been published before.

LKG LK0114 \$14.99



FEATURED ITEM

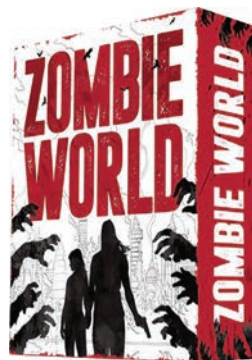


ORA & LABORA

In Ora & Labora, each player is the head of a monastery in the Medieval era who acquires land and constructs buildings small enterprises that will gain resources and profit. Scheduled to ship in March 2020.

LKG LK0044 \$69.99

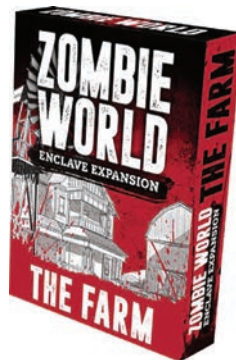
MAGPIE GAMES



ZOMBIE WORLD

Zombie World is a card-based tabletop roleplaying game of survivors fighting against the living and the dead for their own place in the world. The game is designed for easy, quick, and intense play. In *Zombie World*, you take on the roles of ordinary people caught up in a zombie apocalypse, struggling to survive day after day, month after month, year after year, in a world destroyed by the restless dead. Maybe you're just an accountant who took up a machete to keep her friends and family safe. Maybe you're an escaped inmate trying to keep your criminal past a secret from your fellow survivors. Maybe you're a soldier trying to lead and protect your whole enclave in this ruined world.

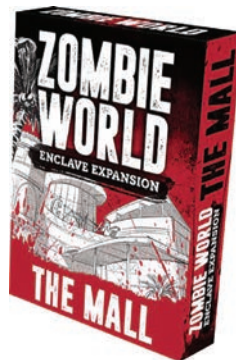
MPG MPGB01\$24.99



ZOMBIE WORLD: THE FARM EXPANSION

The Farm Enclave Expansion for *Zombie World* adds a whole new enclave you can use in any session of the tabletop roleplaying game, with new options, characters, and possibilities for your game.

MPG MPGB02\$14.99



ZOMBIE WORLD: THE MALL EXPANSION

The Mall Enclave Expansion for *Zombie World* adds a whole new enclave you can use in any session of the tabletop roleplaying game, with new options, characters, and possibilities for your game.

MPG MPGB03\$14.99

MANTIC ENTERTAINMENT

HELLBOY

Scheduled to ship in May 2020.



BABA YAGA MONSTER BOOSTER

MGE MGH207\$19.99



BPRD EXPANSION

MGE MGH103\$29.99



HECATE MONSTER BOOSTER

MGE MGH208\$19.99

HELLBOY: COLLECTOR'S BUSTS

Scheduled to ship in May 2020.



ABE SAPIAN

MGE MGH604\$39.99



HELLBOY

MGE MGH602\$39.99



COLLECTOR'S BUST SET (6)
MGE MGH601 \$149.99



JOHANN KRAUS
MGE MGH605 \$39.99



LOBSTER JOHNSON
MGE MGH607 \$39.99



LIZ SHERMAN
MGE MGH603 \$39.99



ROGER THE HOMONCULOUS
MGE MGH606 \$39.99

KINGS OF WAR
Scheduled to ship in May 2020.



**NIGHTSTALKER SOULFLAYERS
REGIMENT (3)**
MGE MGKWS404 \$44.99



NIGHTSTALKER DREADFIEND
MGE MGKWS202 \$19.99

**NORTHERN ALLIANCE PACK
HUNTERS REGIMENT (20)**
MGE MGKWL304 \$44.99



**NORTHERN ALLIANCE CLASMEN
REGIMENT WITH TWO HANDED
WEAPONS (20)**
MGE MGKWL303 \$44.99

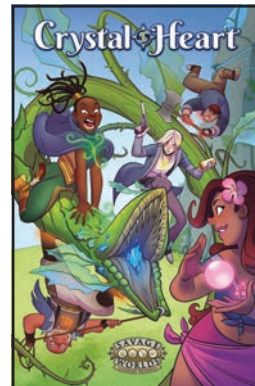


**NORTHERN ALLIANCE
THEGN FROSTFANG**
MGE MGKWL203 \$19.99



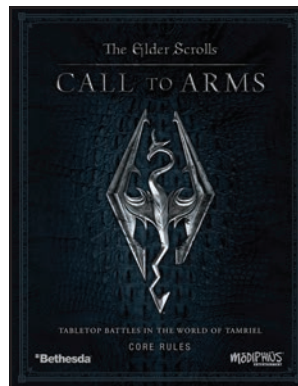
**NORTHERN ALLIANCE ICE NAIADS
REGIMENT (20)**
MGE MGKWL305 \$44.99

MODIPHIUS



CRYSTAL HEART
Become an Agent of Syn, replace your heart with a Crystal, and gain superpowers! (also lose your mind, but just a little). In the world of *Crystal Heart*, people's hearts are literally made of stone. Agents of the mysterious organization Syn scour the world in search of Crystals, powerful relics of a bygone age. Now you too can become a Syn Agent, explore ancient ruins and hunt down powerful Crystals! Designed for use with *Savage Worlds (Adventure Edition)*.
MUH 051993 \$40.00

**ELDER SCROLLS:
CALL TO ARMS**
Scheduled to ship in March 2020.



**ELDER SCROLLS: CALL
TO ARMS CORE RULES**
Elder Scrolls: A Call to Arms is an adventure wargame set in the world of Tamriel. Gather your heroes and venture into Draugr haunted tombs and ruins, searching for treasure and glory. Or, fight the Civil War as the Stormcloaks and Imperials battle for the future of Skyrim. This Core Rules set contains all the rules you need for exciting solo and co-operative delves, or 2 player battles with AI adversaries hindering both players. Begin your adventures in Tamriel with this essential boxed set.
MUH 052029 \$45.00



**BLEAK FALLS BARROW
PLASTIC DELVE SET**
MUH 052032 \$36.00



**IMPERIAL LEGION
PLASTIC FACTION STARTER**
MUH 052030 \$33.00



**STORMCLOAK PLASTIC
FACTION STARTER**
MUH 052031 \$33.00

**FALLOUT: WASTELAND
WARFARE**
Scheduled to ship in March 2020.



**SUPER MUTANTS OVERLORD
AND FIRST**
MUH 051814 \$29.00



**WASTELAND WARFARE -
SUPER MUTANTS SKIRMISHERS**
MUH 051813 \$34.00



GAMES

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PZO 31029\$13.99



**PATHFINDER RPG:
FLIP-TILES - HAUNTED
WOODLANDS EXPANSION**

With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you explore dark paths where fierce monsters dare to tread and warrens of twisted trees swaying and moaning with dreadful animus. Scheduled to ship in May 2020.

PZO 4085 \$19.99



**PATHFINDER RPG: PAWNS -
GAMEMASTERY GUIDE NPC PAWN
COLLECTION (P2)**

This value-packed collection contains every NPC presented in the Pathfinder Gamemastery Guide and is perfect for use with the Pathfinder Roleplaying Game or any fantasy RPG. NPCs include beggars, guards, judges, jailers, pirates, a cult leader and cultists, innkeepers, executioners, surgeons, bandits, torchbearers, acrobats, and more. Scheduled to ship in May 2020.

PZO 1038 \$25.99



**STARFINDER RPG:
ADVENTURE PATH - THE
THREELORD CONSPIRACY 4 -
THE HOLLOW CABAL**

After discovering that a sinister force has infiltrated the Stewards, the heroes travel to the floating bubble city of Roselight, in the clouds of the gas giant Liavara, to warn members of the law-enforcement agency! Scheduled to ship in May 2020.

PZO 7228 \$22.99



**STARFINDER RPG:
FLIP-MAT - STADIUM**

Whether the heroes are spectators at a championship brutaris tournament or fighting for their lives in a televised post-apocalyptic deathmatch, no Game Master wants to spend time drawing every antigrav goalpost and automated obstacle. Scheduled to ship in May 2020.

PZO 7319 \$14.99

PANDASAURUS GAMES

SPOTLIGHT ON



SONORA

You have entered the Sonoran Desert. A place of vast beauty: technicolor sunsets pop-out over vistas revealing deep canyons, trickling tributaries, and ancient pueblo cliff-dwellings. Immerse yourself in the secrets of the desert in this delectably fun 'flick and write' where cunning and dexterity meet. In *Sonora*, players flick wooden disks onto a game board representative of the different vibrant landscapes across the Sonoran sands. Each area encompasses a different unique game, so skillful aim is required to play in the region of a player's choosing! But watch out for other players eager to bump discs to score points for themselves!

PAN 202005 \$29.95



Welcome To The New LOWER PRICE!

\$59.95

The beloved smash hit (over 30,000 units sold) is now \$59.95!

With new factory pricing, Pandasaurus is able to make this dinorific evergreen available to more gamers than ever before.

Dinoz for all!

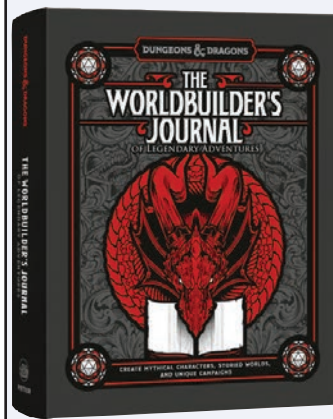
\$60

90-120

1-4

PENGUIN RANDOM HOUSE

SPOTLIGHT ON



DUNGEONS & DRAGONS: THE WORLDBUILDER'S JOURNAL OF LEGENDARY ADVENTURES

Create Mythical Characters, Storied Worlds, and Unique Campaigns. Build more dynamic campaigns, craft stronger characters, and discover new worlds with this official Dungeons & Dragons writing journal for Dungeon Masters and players of all levels. Scheduled to ship in May 2020.
RHP 639.....\$16.99

PETERSEN GAMES

SANDY PETERSEN'S CTHULHU MYTHOS YIG SNAKE GRANDDADDY, ACT ONE: A LAND OUT OF TIME

Based on Sandy Petersen's *Cthulhu Mythos*, this adventure is full of hyper brainy ancient species who oppose the PCs. It can be hard to have the enemies who are smarter than the players, or for that matter, than the DM himself! Scheduled to ship in May 2020.
PTG RPG-2-1.....\$24.99



PLAID HAT GAMES



FEATURED ITEM



FORGOTTEN WATERS

Forgotten Waters is a Crossroads Game set in a world of fantastical pirate adventure. Scheduled to ship in April 2020.
PHG PH2900.....\$59.95

PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in April 2020.



MEGATON MASHUP GALLAMAXUS (RESIN AND WHITE METAL)

PIP 51092.....PI



TRITONS LEVIATHRON MONSTER (RESIN AND WHITE METAL)

PIP 51090.....PI



UPRISING BLASTIKUTTER SUBTERRANEAN MONSTER (RESIN AND WHITE METAL)

PIP 51091.....PI

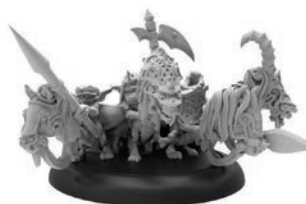
RIOT QUEST

Scheduled to ship in April 2020.



FLUBBIN SCOUT (WHITE METAL)

PIP 63026.....PI



THE FOUR HORSEYMAN'S FIGHTER (WHITE METAL)

PIP 63025.....PI



THE WASTELANDER ROGUE (WHITE METAL)

PIP 63027.....PI

WARMACHINE

Scheduled to ship in April 2020.



CONVERGENCE OF CYRIUS ARCHNUMEN AURORA MERCENARY WARCASTER SOLO UNIT (RESIN AND WHITE METAL)

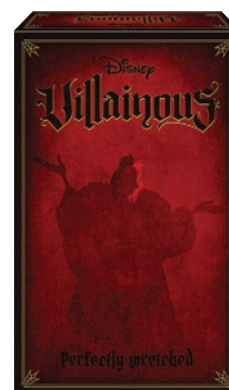
PIP 36036.....\$84.99



CONVERGENCE OF CYRIUS NEGATION ANGELS UNIT (WHITE METAL)

PIP 36035.....\$27.99

RAVENSBURGER



DISNEY VILLAINOUS: PERFECTLY WRETCHED

Welcome Cruella de Vil, Mother Gothel, and Pete to the Disney Villainous family in *Perfectly Wretched*, a new expansion. In *Disney Villainous*, you'll race to complete your own devious objective, while dealing twists of fate to your opponents. Who will prove most villainous? Previous games in the *Disney Villainous* family include *Disney Villainous: The Worst Takes it All* (2018 Toy of the Year award winner), *Disney Villainous: Wicked to the Core*, and *Disney Villainous: Evil Comes Prepared*. Scheduled to ship in March 2020.

RVN 60001866.....\$34.99

REAPER MINIATURES

BONES BLACK

Scheduled to ship in March 2020.

20' SHIPPING CONTAINER

RPR 49033\$8.99



AMAZON AND APARTAN LIVING STATUES (BRONZE)

RPR 44126\$9.99

AMAZON AND APARTAN LIVING STATUES (STONE)

RPR 44127\$9.99



CART

RPR 44140\$4.99

CHAOS TOAD SORCERER

RPR 44137\$3.99



DARK DWARF CLEAVER

RPR 44139\$3.49

DUMPSTER

RPR 49036\$4.99



FUNGAL BRUISER

RPR 44135\$6.99

FUNGAL GUARDIAN

RPR 44136\$6.99

GIANT RHINO BEETLE

RPR 44138\$5.99

MARCH 2020

RPR 97428\$48.67

MODERN BARRELS (2)

RPR 49034\$4.99

SODA MACHINE

RPR 49035\$3.49

RIO GRANDE GAMES



GULF, MOBILE & OHIO

Players represent the founders of early railroads in the Southern United States in the era before the Civil War. They compete with other players to found companies, expand their lines to new cities, connect with complementary lines, and generate dividends for their shareholders. The player who best manages these goals will be the winner in the highly competitive world of early railroads! Scheduled to ship in April 2020.

RG 581\$34.95

SIRIUS DICE

RPG DICE SET (7)

BLUE HAWAIIAN

SDZ 0005-08\$16.00



CLUBS

SDZ 0005-04\$16.00



DIAMONDS

SDZ 0005-03\$16.00



HEARTS

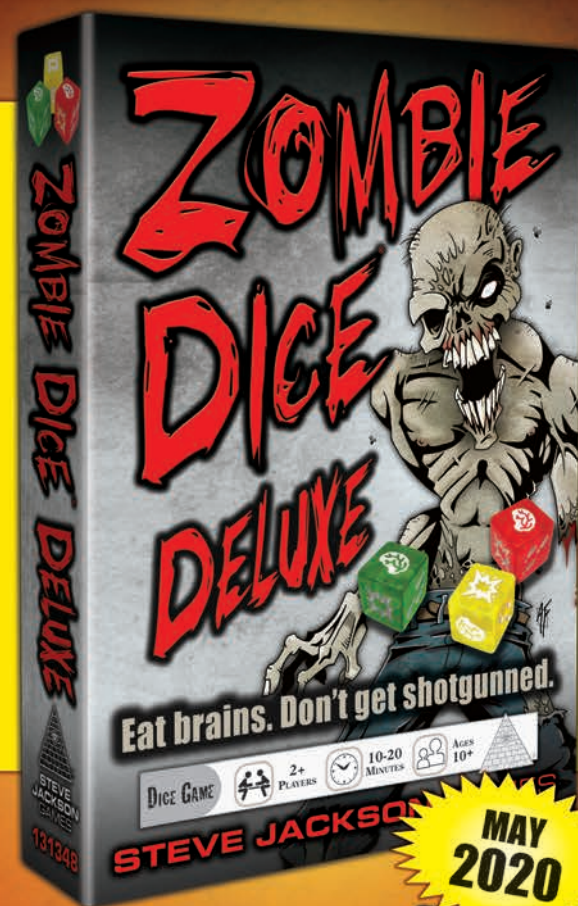
SDZ 0005-01\$16.00



SPADES

SDZ 0005-02\$16.00

Join us in celebrating
10 years of *Zombie Dice*!



Satin-lined
dice bag

Six tarot-sized
dry-erase scorecards



13 custom translucent dice

#PLAYSJGAMES
dice.sjgames.com

STEVE
JACKSON
GAMES



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The Tea Dragon Society Card Game (RGS00811)

- Based on the Oni Press graphic novel The Tea Dragon Society by Katie O'Neill.
- Beautifully Illustrated with cute little dragons.
- Light card game with some deck building concepts.

MSRP: \$20 Ages: 10+ 2-4 Players 30-60 Min

Available Now!

REPRINT



Time Chase (RGS02024)

- Trick-taking with a time traveling twist!
- Travel back in time to change the outcome of previous events (tricks)!
- Control three events to win but keep a close eye on the other scientists!

MSRP: \$20 Ages: 10+ 2-4 Players 30 Min

Available Now!



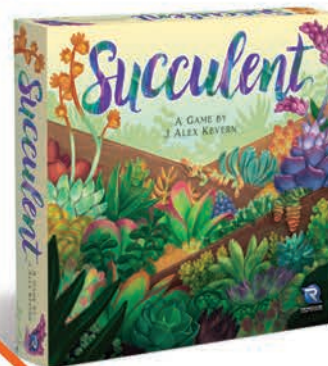
Succulent (RGS02062)

- Plant a stunning succulent greenhouse to complete projects.
- Compete against other horticulturists and their ambitious plans.
- Optimize every turn to become your community's premier succulent gardener!

MSRP: \$45 Ages: 10+ 2-4 Players 45-60 Min

May Release!

NEW
RELEASE



BEST
SELLER

Arboretum (RGS00830)

- Create the most beautiful and efficient path through the garden.
- Plant as many trees as possible, but make sure to save some to exert your control.
- Stunning new art from Beth Sobel compliments this elegant card game.

MSRP: \$20 Ages: 8+ 2-4 Players 30 Min

Available Now!



REPRINT

Bargain Quest (RGS00855)

- Take on the role of a Shopkeeper in an RPG town plagued by monsters!
- Draft item cards to stock your shelves!
- Attract the wealthiest heroes to your shop to make the most profit.

MSRP: \$40 Ages: 8+ 2-6 Players 30-60 Min

Available Now!



Paladins of the West Kingdom (RGS02033)

- Enlist the help of your Paladins to defend your city!
- Increase your faith, strength and, influence with the help of a selected Paladin each round.
- Victory will be won through building, commissioning monks, and confronting outsiders.

MSRP: \$55 Ages: 12+ 1-4 Players 90-120 Min

Available Now!



Wardlings Campaign Setting (RGS01150)

- Protect the realm as a young adventurer in a new enchanted world!
- Based on the unique and detailed Wardlings miniatures line.
- 5th Edition Compatible campaign setting with new characters, core class options, and more.

MSRP: \$40 Designers: Elisa Teague

Cover Artist: Jacqui Davis

April Release!

NEW RELEASE



NEW RELEASE

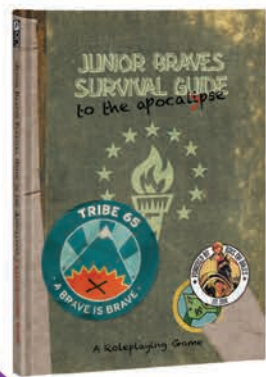
Junior Braves: Survival Guide to the Apocalypse (RGS08721)

- Create your world and craft your stories in an apocalypse world where kids are the stars.
- Based on the compelling graphic novel series Junior Braves of the Apocalypse.
- Powered by the Kids on Bikes role-playing system.

MSRP: \$24.99 Designers: Gremlin Legions

Cover Artist: Zach Lehner

May Release!



STEAMFORGED GAMES

GODTEAR



MOURNBLADE, THE SOULLESS

SFL GT-016..... PI



SNEAKY PEET, THE MALIGNED

SFL GT-015..... PI

STEVE JACKSON GAMES

SPOTLIGHT ON



ILLUMINATI: ALTERNATIVE TRUTHS

The world is crazier than ever. Help it along with *Alternative Truths*! 122 cards, plus three blanks, to add to your *Illuminati* Second Edition game. Yes, this set includes the New World Order cards and the Artifacts! So, Shangri-La can use the Spear of Longinus during a period of "Fanatics Unite" to take over the suddenly cooperative Paparazzi with the Special Persecutor. Scheduled to ship in May 2020.

SJG 1578..... \$34.95



SPOTLIGHT ON



MUNCHKIN: UNICORNS

Unicorns are beloved, beautiful beasts who will stab you the moment you turn your back. Time to return the favor. This set contains 15 unicorn-themed cards originally found in *Munchkin Unicorns and Friends*, now available on their own for people who like unicorns (but not friends). Scheduled to ship in May 2020.

SJG 4202..... \$6.95



MUNCHKIN WARHAMMER AGE OF SIGMAR: CHAOS AND ORDER

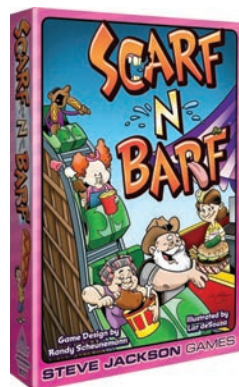
This 112-card expansion brings two popular armies from the *Warhammer Age of Sigmar* game into *Munchkin Warhammer Age of Sigmar*. The Kharadron Overlords long ago took to the skies to mine aether-gold and keep its secrets away from the minions of Chaos. The Bloodbound serve the Blood God, Khorne, with gifts of slaughter and offerings of violence . . . and they don't too much care who's on the receiving end of their devotions. Even each other. Scheduled to ship in May 2020.

SJG 4486..... \$19.95

MUNCHKIN: PATHFINDER - KILL-O-METER

The best Munchkin fights are the ones where everyone plays cards to keep the levels bouncing up and down! But it can be hard to keep track. Now you'll never have to stop and recount again! With the *Munchkin Pathfinder Kill-O-Meter*, whenever a card hits the table, you turn the dials to keep track of your new total. You don't have time to stop and count when the goblins are on your heels! Scheduled to ship in May 2020.

SJG 5531..... \$10.95



SCARF-N-BARF

You're at the carnival. Eat lots of sugary, salty, greasy goodies. Then ride the rides and try to keep everything down. *Scarf-N-Barf* is a silly, fast-paced card game that will keep you glued to your seat... unless, of course, you have to jump up to BARF. Play Food cards and Ride cards, then roll the dice to find out which player can keep the most carnival food down. Eat Chocolate Covered Bacon while riding the Octopuke? We dare you! Scheduled to ship in May 2020.

SJG 1577..... \$19.95



ZOMBIE DICE: DELUXE

Join us in celebrating 10 years of *Zombie Dice*! This boxed set features new 16mm translucent dice with custom debossed images (6 green, 4 yellow, 3 red), as well as a dice bag with a screen printing of our brain-hungry Zombie. Also included are six tarot-sized dry-erase scorecards and a dry-erase marker, making this set completely playable right out of the box!! Scheduled to ship in May 2020.

SJG 131348..... \$19.95

THAMES & KOSMOS

SPOTLIGHT ON



THE CREW

The scientific community is abuzz over signs of a mysterious planet located at the edge of our solar system. But despite all of their efforts, so far they have been unable to provide substantial evidence of its existence. Join this exciting space adventure to find out if the theories are just science fiction or if you will discover Planet Nine. In this cooperative trick-taking card game, you need to complete 50 different missions as you travel across the solar system. But you will only succeed if you can work together as a team. Scheduled to ship in March 2020.

TAK 691868..... \$14.95

UPPER DECK

LEGENDARY DBG: HEROES OF ASGARD EXPANSION

Asgard, home of the Asgardians and one of the Nine Realms is facing an ancient and awakening threat! A vengeful and nefarious mastermind, Hela, wants the throne for herself! Battling alongside Thor are some of Asgard's greatest champions! Defeating Hela will be no easy task. They will need all their strength as well as some mighty artifacts. Will you prove yourself worthy and harness the power of Thor's mighty hammer, Mjolnir or the trusty axe, Stormbreaker? Add this set full of valiant heroes to your *Legendary* experience!

UDC 92333..... PI



THE CREW

NEW!

THE QUEST FOR PLANET NINE



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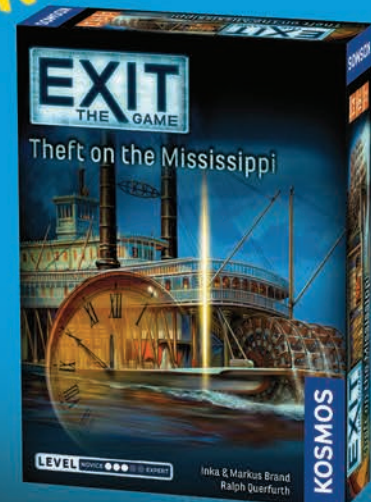


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**EXIT: The Stormy Flight is
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NEW!



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is rated for experienced
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KOSMOS

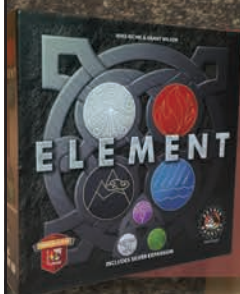
ALDR

THE HIGH SAGE



ALDR is a strategic card game set in the popular Element universe.

Tactically place drafted cards to build four Elemental Patterns before your opponents can. Place your Sages and move ALDR to obstruct the options of other players, gaining the advantage in this unique card game of area control fans old and new to Element will enjoy!



Although a standalone game, ALDR can also be used as an expansion to the award winning game Element!

? 1 2 3 4 5 6 7 8 9 10 11 12

Available NOW! 2-4 30-45 min 12+ \$29.99

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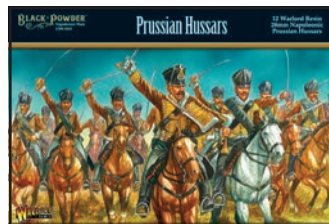
WARLORD GAMES

BLACK POWDER



PRUSSIAN DRAGONS

WLG 302411803 PI



PRUSSIAN HUSSARS

WLG 302011802 PI



PRUSSIAN LANDWEHR CAVALRY

WLG 302411801 PI

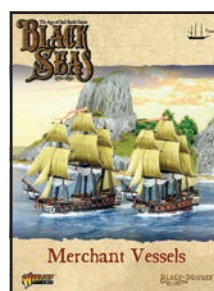
PRUSSIAN UHLANS

WLG 302011803 PI

BLACK SEAS

FRENCH NAVY 3RD RATES OF RENOWN

WLG 792012002 PI



MERCHANT VESSELS

WLG 792410009 PI



SCHOONERS SQUADRON

WLG 792410003 PI

ROYAL NAVY 3RD RATES OF RENOWN

WLG 792011002 PI

BLACK SEAS: SPANISH NAVY 3RD RATES OF RENOWN

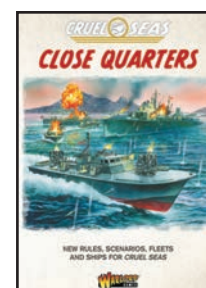
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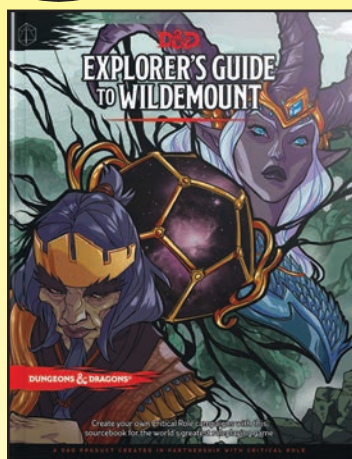
WARLORDS OF EREHWON: TENGU
WLG 692215004 PI

SPQR

WIZARDS OF THE COAST



FEATURED ITEM



DUNGEONS & DRAGONS RPG: EXPLORER'S GUIDE TO WILDEMOUNT

A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace — or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the

setting for Campaign 2 of the hit *Dungeons & Dragons* series *Critical Role*.
WOC C7270000 \$49.95



FEATURED ITEM



DUNGEONS & DRAGONS RPG: FORGOTTEN REALMS LAERAL SILVERHANDS EXPLORERS KIT

This accessory set contains all the resources players need to enhance their *D&D* experience while exploring the *Forgotten Realms*. Players can find their way around the Sword Coast and the city of Waterdeep with a foldout, double-sided map and twenty illustrated, double-sided cards with key insights into important people, locations, and lore of the *Forgotten Realms*. All these pieces fit neatly inside a durable, felt-lined box that doubles as two dice trays for easy use during adventures.

WOC C78680000 \$24.99



FEATURED ITEM

CHALLENGER DECK

MAGIC THE GATHERING CCG: 2020 CHALLENGER DECK DISPLAY (8)

For the uninitiated, Challenger Decks are individual, 75-card decks geared toward Standard play for the Friday Night Magic player. Each deck comes with a 60-card main deck and 15-card sideboard and is intended to be playable and competitive at a local level right out of the box. All cards will have been previously printed in Standard and are Standard-legal. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C78660000 \$144.34

WIZKIDS/NECA



ETTIN

Unite two nations as Allies, harness Magic, and Military, and trample Enemy defenses! In *Ettin*, 2-8 players create teams of two Nations (an odd player creates a Rogue Nation) and work to defeat the other teams around the table. Draft units to recruit and deploy in three rounds of increasingly epic Wars. Harness the unique cards and playstyle for each of 8 Nations, and dozens of possible alliances. Discover tons of strategy and variety at a low price point. Recruit over 125 different units with unique art and capabilities. Draft and battle quickly, and simultaneously around the table. Expand the player count to 16+ with

multiple copies. Components subject to change. Scheduled to ship in March 2020.

WZK 87502 \$39.99

ULTRA DELUXE 2D ARCADE MEGA FIGHTER

Relive classic arcade action with *Ultra Deluxe 2D Arcade Mega Fighter*, a 2-player dueling card game based on 3-vs-3 tag team arcade fighters, with a great sense of humor. Draft from a group of 15 fighters, each with their own abilities and evocative pixel art. Play "Button cards" to execute different attacks, and chain cards together to create insanely powerful combos! Only the best will survive! Scheduled to ship in April 2020.
WZK 87503.....\$24.99



SPOTLIGHT ON



WARLOCK TILES: DOORS & ARCHWAYS

With *Doors & Archways*, you'll have everything you need for multi-room adventure scenarios. Mix and match with other *WarLock Tiles*! *Doors & Archways* is compatible with most 3D terrain sets and features an integrated clear plastic base that sit on top of tiles, vinyl maps or tabletop for ultimate flexibility in gaming. Scheduled to ship in June 2020.

WZK 16503.....\$39.99



WARLOCK TILES: DUNGEON DRESSINGS

Build the dungeon of your dreams with *WarLock Tiles: Dungeon Dressings*! This set of decorative items, including boulders, beds, and an altar and more! *Dungeon Dressings* provides a variety of options for creating unique and immersive dungeons for your players to experience. Will you create an elegant vampires lair with statues, treasure, and a grand throne? Maybe you'll create a devilishly dangerous maze with the pit trap and the Cheval de Frise? Design your adventure with *WarLock Tiles: Dungeon Dressings*. Where will your campaign lead you? Scheduled to ship in June 2020.

WZK 16505.....\$39.99

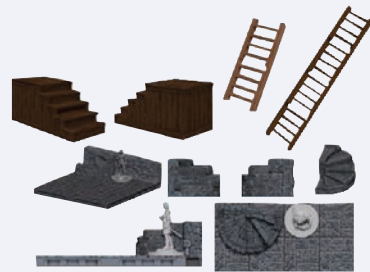


WARLOCK TILES: EXPANSION BOX I

The *WarLock Dungeon Tile* system solves many of the problems present with other tile systems. The *WarLock* clips allow players to construct rooms in advance and place them on the table as needed. 1 in tall walls make it easier for players to move pieces around in the room as they play. Offset walls provide you with the ability to place figures in any square on the grid, without pesky corners eating into your play area. Experience a perfect, continuous grid through the entire play space with our patented, modular, ultra-slim interior walls. Additionally, all tiles are reversible with wood design on one side and stone on the other for double the functionality! Scheduled to ship in June 2020.

WZK 16502.....\$49.99

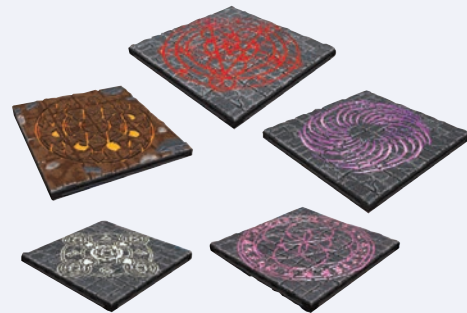
SPOTLIGHT ON



WARLOCK TILES: STAIRS & LADDERS

With *Stairs & Ladders*, you'll have everything you need for a multi-floored scenario. Mix and match with other *WarLock Tiles* for even larger adventure setups. Scheduled to ship in June 2020.

WZK 16504.....\$39.99



WARLOCK TILES: SUMMONING CIRCLES

For the first time, WizKids has brought you a way to take your summoning skills to the next level with *WarLock Tiles: Summoning Circles*, an all-new way to experience summoning in your campaign. This magical set comes pre-painted with intricate otherworldly designs, and features LED light-up bases in different colors to represent five unique types of summoning circles, including the Arcane Circle, the Holy Circle, the Whirling Circle, and more! What will you create? Scheduled to ship in June 2020.

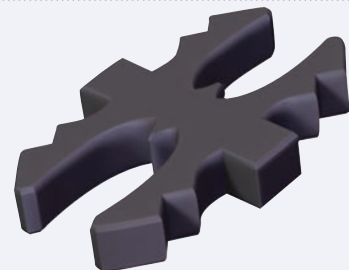
WZK 16507.....\$39.99



WARLOCK TILES: TOWN & VILLAGE

With *Town & Country*, you'll have everything you need for a town or countryside adventure scenario. Mix and match with other *WarLock Tiles* for even larger adventure setups. Scheduled to ship in June 2020.

WZK 16506.....\$99.99



WARLOCK TILES: WARLOCK CLIPS

The *WarLock Dungeon Tile* system solves many of the problems present with other tile systems. The *WarLock* clips allow players to construct rooms in advance and place them on the table as needed. 1 in tall walls make it easier for players to move pieces around in the room as they play. Offset walls provide you with the ability to place figures in any square on the grid, without pesky corners eating into your play area. Experience a perfect, continuous grid through the entire play space with our patented, modular, ultra-slim interior walls. Additionally, all tiles are reversible with wood design on one side and stone on the other for double the functionality! This set includes 100x *WarLock Clips*. Scheduled to ship in June 2020.

WZK 16509.....\$4.99



SPACE BATTLE LUNCHTIME

CARD GAME



SPACE BATTLE LUNCHTIME
CARD GAME

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A game by
designed on the Oni Press Group

You are a contestant on the
intergalactic cooking show:
Space Battle Lunchtime!

2-5 Players Ages 10+ 30 min RGS02071

RELEASING MAY 2020

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WYRD MINIATURES

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By Russell Zimmerman



EXTRACTION ACTION/REACTION Part Two: Overwatch

SHADOWRUN



**SHADOWRUN RPG: SIXTH WORLD
CORE RULEBOOK**

CAT 28000..... \$49.99

Available Now

Gentry liked Seattle best at arm's length; running courier gigs on the rooftops, or, even better, seeing the Emerald Grid, Seattle's virtual reality Matrix, instead of meatspace.

A human, born ostracized in the nigh-fascist elven nation of Tír Tairngire, he had whitewashed memories of where he grew up. *Literally* washed. During his time in especially unsavory prisons, he'd been subjected to a full spectrum of sorcerous and mundane brainwashing that had left him, among other quirks, feeling like the Tír was pretty magical, and barbarian nations were pretty gross. Even knowing the feeling were implanted, he felt what he felt.

What he felt right now was disgust at these Seattleites and their drekky-ass mall. Why risk their sanity and dignity amidst a cacophony of gaudy augmented-reality spam, real-life salespeople squirting you with noxious perfume as you walked by, squalling children, and on and on and on? Why be around all these people, when you could just buy anything you wanted online?!

Ugh. Maybe the food court hadn't been the best place to hole up for his attack run.

"Hey," he grumbled into his team-band comms as he thumbed on his cyberdeck, "I'm going in."

Edging out even roof-running, virtual reality felt *right*. Gentry saw it more clearly than most, with his novahot cyberjack linked to a top-of-the-line Fairlight cyberdeck, and he loved to push his hardware to the limits; virtual reality just looked *better* to him. Servers, hosts, and nodes were crisper than crisp, cleaner than cleaner, sharper than sharp. There was no smog, no dirt, no litter.

Plus, in the Matrix, you could be anything.

Gentry's avatar — a fantasy elven ranger, painstakingly customized — crept through the mall's virtual overlay. The archer wore a hooded cloak that shadowed his features while animated storm clouds roiled within its folds; Sleaze protocols making him a virtual ghost. Beneath the voluminous cloak he wore a mixture of dyed leathers and enchanted chainmail; Firewalls. A rune-etched bow and quiver of arrows were ready for any intrusion countermeasures he might encounter; Attack programs. His faintly oversized eyes took in everything, node-by-node; Data Processing subroutines.

His lithe, slim hunter stalked through the mall's electronic tiers, following the electronic signatures of their extraction target, Dr. Ichika McDougal, and her plainclothes mandatory security detail.

Gentry's legwork had shown that the research-driven doctor had split custody of her teen daughter, was allowed to visit only in public, and that she was scheduled to be here, now — in this upscale mall with a limited security detail and a single Matrix agent on overwatch — all of which gave the team their window.

With the awkward visitation done, Gentry watched the daughter's icons vanish safely into

the distance. He stalked his real prey from node to node, smugly invisible to the crude icons of their target and her boneheaded security guards.

But not so invisible as to make up for bad luck.

Even as he blocked their outgoing calls, Gentry's virtual elf had wandered right into view of Dr. McDougal's Matrix overwatch agent, the Saeder-Krupp electronics specialist remotely tasked with her security. They'd styled their avatar after the company's draconic logo, all red and black scales, claws and fangs, fire and death.

Dragon saw elf. Elf saw dragon. Gentry could tell from his "keen elven eyes" that he was facing a Living Persona, the virtual projection of a Technomancer; hackers naturally weaned on the Matrix, who manipulated virtual reality without Gentry's need for headware and cyberdecks. They were, literally, naturals at this.

Cybercombat happened very quickly. The violence was nova-sharp, Matrix-fast, at the speed of thought and processors.

Gentry's Sleaze-cloak was shredded by her chrome talons. His Firewall-armor barely held against her digital flame. His Attack-bow, Data Spike after Data Spike, struggled against her dragonscales. He got tagged, and more than once. The Techno was good, she was fast, she was dangerous.

But Gentry was better. Only just.

The digital elven ranger crouched over his foe's avatar the millisecond it fell. He didn't crouch-spam — a century-old tradition when it came to taunting — no, he just knelt, a warrior respecting a fallen foe.

"Gentry," he introduced himself, tagging the pixelating icon with a harmless signature-bomb.

"Nym," the dragon responded, her voice a threatening growl. "I'll see you around, punk."

Fair enough.

Gentry logged off and came to. He took in the returned greasy mundanity of the food court half-nervously. Nobody'd noticed his biofeedback nosebleed, though, so good. He scanned Hardpoint's ongoing spy-drone info, and spoke up.

"I, ah, effortlessly took out McDougal's Matrix overwatch totally on purpose. They're isolated on the third floor, and her sec-detail's comms are blocked." He slung his deck into his messenger bag and started toward the rendezvous point. "Gotta take her now."

"You heard him," Myth sounded off. "Elevator fight. Hit it."

...

Russell Zimmerman is a chromed-up word-merc who quickdraws keyboards for whoever's paying. When he's not slinging fiction around as an RPG freelancer, he's gaming on podcasts and Twitch-streams, doing work with his own tiny company Wordsmith Games, or whipping up a story for his Patreon backers!



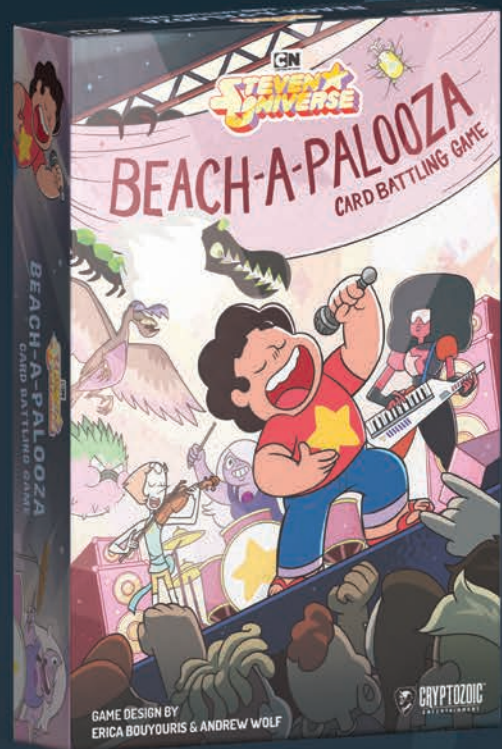
BEACH-A-PALOOZA

CARD BATTLING GAME

JOIN THE BATTLE OF THE STEVENS!

At this year's Beach-a-Palooza, Steven has a surefire way to win: Recruit more Stevens from the timeline and have them all front their own bands!

This is your chance to become a Steven and try to put together the best band and audience! But it's not going to be easy: Party Crashers—Corrupted and Homeworld Gems—want to ruin your amazing performance. It's Beach City's event of the year and you're on center stage. Play your cards right and your band might be the big winner!



KEY FEATURES

- ★ Based on Cartoon Network's hit series *Steven Universe*
- ★ Easy-to-learn card drafting mechanic
- ★ Fun battle-of-the bands theme
- ★ Form powerful Fusions by having the right Characters on Stage!

MSRP \$30

Release Date: 2020



10+



45-60
MINUTES



2-6

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HAS A NEW FAMILY MEMBER: **GAMEGENIC**
INGENIOUS SUPPLIES

Gamegenic is on a mission to create a new generation of 'Ingenious Supplies' for your favorite games. They produce premium products with surprising functionality and unique features. As a part of the Asmodee Group, they have the privilege to create official products for licensed franchises.

THE VISION: A NEW GENERATION OF GAMING SUPPLIES

In January 2019, Adrian Alonso creates Gamegenic Studios to fulfill a vision. He wants to bring gaming accessories to a new level, no matter if it's a casual or premium product. The man who made Ultimate Guard hires an international team of talented people to work for him in Europe's central industrial hub: Germany. In August, they are ready to bring the first full accessories line for the award-winning game KeyForge onto the market.

'Gamegenic will offer accessories both familiar and never-before-seen, which will always stand out thanks to their unique ideas and extraordinary features', explains CEO

Alonso. The young and ambitious company does not stand alone in this pursuit. It was born as the newest family member of the well-known Asmodee Group. This relationship provides a strong helping hand as well as a whole universe of creative opportunities. It is hard to imagine better starting conditions.

THE DREAM: 'INGENIOUS SUPPLIES'

Gamers care deeply about their favorite franchises and they always want more. A growing market for card- and boardgames produces ever more complex and expensive products to satisfy these cravings. Gamegenic will develop accessories for games such as KeyForge or Arkham Horror. Alonso is aware of his companies privileged position: 'We are very proud

to be part of the Asmodee Group and to work directly with a wide portfolio of excellent games and wonderful licenses.'

All of Gamegenics designers are gamers themselves. They are as passionate about their job, as they are about their hobbies. They want to design accessories that fit, protect and enhance



specific games. 'We are not interested in just adding some logos to a box and called it an 'official accessory.', states Alonso. 'Our goal is to create supplies which are well-thought-out and match the individual needs of a game perfectly.'

Gamegenic's KeyForge line shows that their ambition and effort is already paying off. The premium boxes are sold out in several countries and many vendors are eagerly waiting to restock.

THE PRODUCTS: RESPONSIBILITIES BECOME INNOVATION

Gamegenic will take over the production and development of all accessories within the Asmodee Group. Benefitting from many years of experience within the company, Gamegenic is ready to offer the right accessories for every game and each player. The product portfolio already includes storage boxes, sleeves, playmats and albums for your favorite TCGs.

The company is aware of its responsibilities. Until the end of 2019, the back of Asmodee Group's game boxes showed sleeve recommendations with the well-known FFG color code. These recommendations will now advise to use Gamegenic Sleeves. To avoid confusion, the Gamegenic color code is identical to the former markings of FFG. Therefore, the codes will work for sleeves from Gamegenic and FFG.

However, the Gamegenic sleeves assortment offers a highly increased number of different sleeve sizes. The new sleeves provide increased thickness, they are available in clear and matte foil. The clear foil allows maximum visibility and the matte foil perfectly blocks annoying reflections.

Considering the effort behind every project, the company deeply cares about the quality of its products. The CEO has been seen holding prototypes to his ear in order to make sure the sound of a closing flap is 'right'. His customer service policy is very clear: 'Any negative experience must be turned into a positive one!'

Many are curious, which Asmodee licenses are next to be upgraded with 'Ingenious Supplies'. While Gamegenic cannot reveal exact information at this point, the company is confident that its upcoming products will satisfy all your needs.





Items Eligible for
**Demo deck
Campagin!**
available for
Retailers!

**Defeat your opponent with
your best Ninja deck!**

NARUTO BORUTO NARUTO NEXT GENERATIONS CARD GAME

Available now!



HOW IT GOT TO BE

Z-SHOT™

Z-SHOT

SJG 131344.....\$19.95

Available Now!

I first came up with the game mechanic for Z-Shot sometime around 2011. It goes back to one of my very favorite design themes... all of the things that you can do with a roll of 2 dice. In this case, it mutated until we were rolling a lot more at once. In the game's final form, you roll all 12 dice at once to start play! But the numbers 1-12, representing everything you can get by totaling either 1 or 2 six-siders, remains central to the game.

It's very much a family game, despite the ooky theme. I know this because one of my test sessions was with my own family! They kept saying "Let's play again," and that's about the best thing you can possibly hear during a playtest.

I'd like to talk about the design process, but the fact is, it was quick and routine: take a concept, playtest it, tweak a bit, playtest again... The interesting part of the Z-Shot story is not the design, but the marketing. What were we going to call this game? And that was the thing that held it up for eight years! Great empires rose and fell while this game sat on the shelf for lack of a name.

The working title just remained "12 Dice" while I looked for a good name and story. For a while I really liked "The 12 Dice of Christmas" – with pretty dice, red, green, and white, glitter or pearlized. Nobody else loved that, though. I found some very appropriate names that I won't mention, because they turned out to be taken. We even approached a soda pop company about a license... 12 dice, 12 cans in a pack, makes sense. But it turns out that the soda companies don't want to be seen as marketing to kids, and a dice game was too much like kid stuff for them.

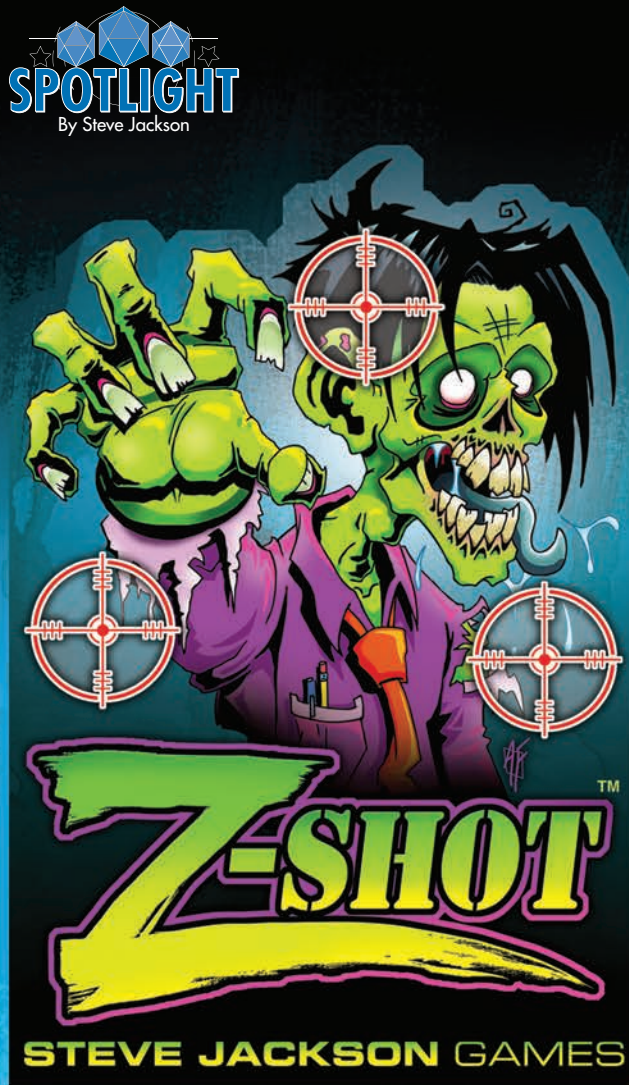
So, the game sat around for years, perfectly playable, but lacking a storytelling "skin" – which I really felt it needed. We could have released it as a completely abstract game, but that's not what our customers expect. was stumped!

Then Phil had an idea: pair it with the very cool "Bullet Dice" (which are also available separately, plug plug) and make it a game about shooting zombies. After all, the zombie craze is still lurching along...

So that's what we did. Now you're shooting zombies numbered 1 through 12, trying to wipe out your horde before one of your buddies wipes out *their* horde. With an excellent zombie illustration by Alex, Mighty Drawer of Undead, we had a theme and a package. And there you have it: a simple family game about the undead. Thank you for being the kind of customer base that lets me do things like this...

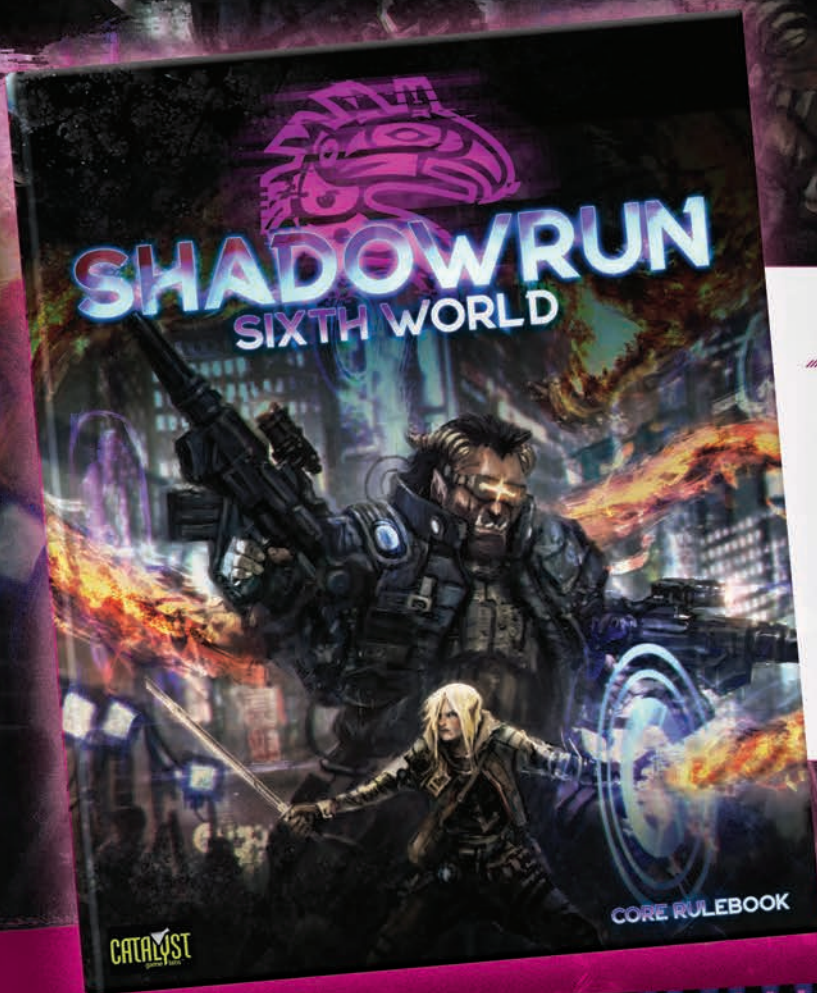
...

Steve Jackson is the founder of Steve Jackson Games. He's been designing for more than 40 years now; his hits have included Munchkin, The Fantasy Trip, Illuminati, Ogre, and Zombie Dice. He loves the Internet but he doesn't want you to spend all your money there. Support your local game retailer!



SHADOWRUN[®]

SIXTH WORLD



RISK IT ALL!

Half-measures won't do. Neither will playing it safe. The Sixth World demands that you give everything you got—or it will take it. Grab your weapon—whether it be a gun, a blade, a cyberdeck, a drone, or the spellcasting power of your own hands—and prepare to do the dirty work no one else will do, since you have the skills no one else has.

Shadowrun, Sixth World is the latest edition of one of the most popular, enduring role-playing games of all time. With faster gameplay and streamlined rules, this edition is designed to get you right into the cyberpunk-crossed-with-fantasy action, taking the risks you need to survive—and someday become a legend.

NOW AVAILABLE

The **Shadowrun, Sixth World GM Screen** provides all the easy reference tools you expect in a GM screen, along with much more. Customizable art displays, pockets to show the exact data you want to see and also display NPC cards (letting the players see the art and gamemasters see the stats), and a Heat tracker to give real-time feedback on the pressure they're facing all help make the screen a unique tool. Don't just learn the game—use the screen to get into it!



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DRAGON BALL SUPER CARD GAME

BAN DAI

DRAGON BALL SUPER DRAFT BOX SET 05 — DIVINE MULTIVERSE

BAN 2513850..... \$99.99 | Available March 2020!

There has never been a better time to get involved with the *Dragon Ball Super Card Game*, with upcoming releases focusing on fan-favorite characters and iconic play styles! Whether you like controlling your opponent with a series of carefully timed manoeuvres or displaying outright aggression or testing yourself like Goku, there's a play style for everyone to adopt in the *Dragon Ball Super Card Game*!

Series 9 Universal Onslaught released in February, offering significant character inclusions for new and experienced players to be excited about! For new players, iconic characters like Frieza, Cooler and Majin Buu stepped up to the fore. Perennial fan-favorite character Android 17 from the Tournament of Power Saga makes his Leader Card debut, along with new Leader Cards for Androids and Cell! Existing players will enjoy the extended gameplay offered through the expansion of the Red / Blue and Yellow / Green multi-color deck archetypes and be rewarded with ways to power up their old decks with new multi-colored Super Combos. This series also sees the introduction of two new mechanics, Invoker and Successor!

Invoker powers up multi-color deck strategies by providing players additional options in regards to how they make best use of their Extra Cards. This opens up more lines of play for players with energy being reserved towards important plays with their Battle Cards and keeps opponents on their toes.

Successor pushes the boundaries of gameplay even further. The Successor mechanic allows players to use their existing Battle Cards in play to help bring their mightiest warriors onto the field to help swing the battle their way! Opponents will need to be wary of how reinforcements might take to the field.



Draft Box 05, scheduled for release in March, follows the smashing success of *Draft Box 04*. The 2019 North American National Championships saw almost 200 players take part in a drafting extravaganza side event! The new draft boxes have been designed specifically to provide a rewarding draft play experience each time they open a box! *Draft Box 05* features only new cards for even more exciting and strategic gameplay. In the *Draft Box 05* release, the ever-popular Tournament of Power Saga is revisited with strategies that focus on the strengths of each different universe and the characters that call those universes home. With the almighty Zen-Oh powering up things even further as the special insert Leader Card, Draft events will be sure to bring even more exciting games to stores all around the country.

Series 10 introduces a new content block for the *Dragon Ball Super Card Game* and propels it to extreme heights, with the designers introducing a new card type — Unison Cards!

Unison cards are played into the Leader area, collecting tokens while they are in play. Their powerful skills can be used once enough tokens have been collected to activate their powers, so players will need to keep a careful eye on how their opponents are managing the resources they have at their disposal! Unison cards help create threats that cannot be ignored by players, and are designed to promote card play matching the fast and furious pace of battling shown in the hit animation show.

Series 10 also sees a new deck size limit introduced to help players explore even more strategies! An increase to 60 cards will help promote more skilled deck building choices, aligning with an even more competitive and robust organized play series.

That isn't all there is to be excited about in 2020! *The Dragon Ball Super Organized Play Championship* season powers up to the next level as well! Competition starts in local friendly game stores and expands to regionals in each region! Final Championships around the world will determine the final number of qualified players for the first World Championships event! An inaugural World Champion will be unearthed, with representatives from all regions where the *Dragon Ball Super Card Game* is distributed aiming to bring glory and the title home. Who knows? The first World Champion could be you! Start training with your local gaming community and plan to be there at the *Dragon Ball Super Card Game World Championships* event!



On sale February 2020!



STARTER DECK 11
-INSTINCT SURPASSED-
[DBS-SD11]



EXPERT DECK 03
-THE ULTIMATE LIFE FORM-
[DBS-XD03]



Series 9 Pre-release set
[DBS-B09]



BOOSTER PACK
-UNIVERSAL ONSLAUGHT-
[DBS-B09]

Terrainspotting

From the makers of
Dungeon Saga

Martin Thirwell Looks Back at the Launch of **TerrainCrate** and What's Coming Up for **Mantic's** Range of **Tabletop Scenery**.

TERRAINCRATE: GAMEMASTER'S STARTER SET

MGE MGTC0101 \$99.99 | Available Q1 2020!

Fantasy role-playing games have been hitting tabletops around the world for decades. Admittedly they tended to be hidden in basements and the back rooms of gaming stores when first released. But since then, fantasy role-playing has become increasingly mainstream and terrified onlookers won't try to dowse you in holy water while playing.

In the early days of RPGs, players were likely to play out their epic adventures on a few bits of graph paper. Spectacular battles with dragons or ogres had to be described in great detail by the GM. However, over the years as RPGs have grown in popularity, it's brought with it a massive range of accessories and peripherals. From customised dice to playing mats and, of course, miniatures of the heroes and villains you encounter when playing.

Here at Mantic, one element we always thought was missing slightly from the RPG offering, however, was affordable, plastic fantasy terrain. Yes, you've been able to buy amazing monsters or even dungeons for your adventurers to quest through, but it



was hard to fill those dungeons with lots of scenery. When Mantic originally released *Dungeon Saga* in 2015 one of the surprising success stories was the popularity of the dungeon furniture and dungeon doors sets released alongside the core game. In fact, it was a bit confusing about why these were selling so well until we started to see them turning up in RPG games.

After recognising the success of the *Dungeon Saga* furniture, Mantic launched the *TerrainCrate* range of fantasy scenery in 2017. Designed to be compatible with existing dungeon terrain or miniatures, *TerrainCrate* featured everything you could possibly need to kit out your dungeon with detailed, plastic scenery. From a treasury full of gold, to a wizard's study with arcane equipment or even a torture chamber, *TerrainCrate* has something to suit your adventure.





So, with the foundations firmly in place, Mantic is looking to expand the TerrainCrate offering in 2020. After delving into fantasy dungeons for *TerrainCrate Series One*, *Series Two* is covering a much wider scope of genres. It all kicks off with a post-apocalyptic range in Q2 2020, covering common urban environments like hospitals, shopping malls and campsites... the perfect locations to be ravaged by marauding zombies or destroyed by rampaging super villains. Of course, it's a great companion to the existing *Walking Dead* range too, and we'll be developing more exciting *All Out War* scenarios that use these scenery pieces as objectives in missions.



After fending off hordes of the undead, we're going back in time with battlefield scenery that's great for World War II games. In fact, we've worked with Warlord Games to ensure the range is compatible with the hugely popular Bolt Action wargame. In the historical scenery range, you'll find typical locations like an abandoned church, destroyed village and military checkpoint. Although perfect for World War II games, this range is suitable for a wide selection of skirmish games too.

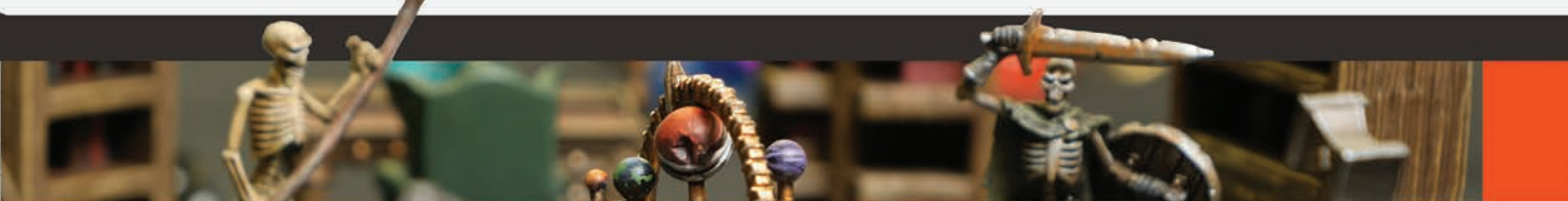
Finally, for *TerrainCrate* we're going back to the series' roots with more fantasy-themed scenery. The Gothic Manor takes players through the many rooms of a spooky mansion... Scooby-Doo would most certainly feel at home. You'll be able to explore a plush bedroom, cobweb-filled kitchen and dusty dining hall before heading outside to a grim graveyard, complete with creepy trees and gravestones. We're expecting this collection to fit into a wide selection of RPGs, from more traditional fantasy fare to Lovecraft-inspired settings. Plus, it's all launching right near Halloween, which seems appropriate!

Mantic is also expanding the *TerrainCrate* retail range to offer smaller blisters of terrain pieces. This means that GMs have the opportunity to pick up the individual pieces they need for an upcoming adventure. For example, it might be a bookcase that hides a secret passage or pile of treasure in the back of a dragon's lair. We experimented with a limited release of *TerrainCrate* blisters in 2019 and the response was fantastic, so expect to see plenty more blister packers in stores later this year!

Overall then, an action-packed year for *TerrainCrate* and we've still got more surprises up our sleeve for the future of the brand too. Stay tuned to *GTM* for the latest updates!



Martin Thirlwell is the Terraincrate brand manager at mantic games. He is a lifelong orc player and keen miniature painter.



REDISCOVERING A CUTTHROAT WORLD



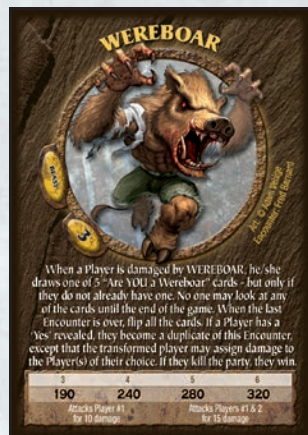
If you have only recently been enjoying Smirk and Dagger's newly released Anniversary Edition of *Cutthroat Caverns* or the App available on iOS and GooglePlay, you may not be aware of what still awaits you to discover. This infamous game of kill-stealing and backstabbery forces the party to work together just to survive but ultimately betray one another, tempted by a myriad of selfish rewards they may need to win. All of which leaves players in a constant, uneasy alliance.

Over the past thirteen years, the game has spawned five incredible expansions, all of which are fully compatible with the Anniversary Edition and in stock (*Retailers – these expansions and the entire Smirk and Dagger line is now flooded with Alliance Distribution, making finding our products simpler than ever*). Each of the *Cutthroat Caverns* expansions adds new challenges to the game, the most important of which are new Encounters. The base game comes with 27 such monsters, each completely unique, requiring players to reassess and adjust strategies to defeat them.

In his not-to-be-missed review, Quinns from *Shut Up and Sit Down* said that the amazing thing about the monsters in this game is that it, "forces players to display anger, or dismay, or thrill at everything you find - in every room! It is disgusting how much content *Cutthroat Caverns* gets out of what is basically a two minute rules explanation." So what exciting new things can you look forward to?

#1 DEEPER & DARKER:

This first expansion delivers one use ability cards for each of the characters, but as described above, it is the 15 new Encounters that make this set worth getting. Among the favorites are Ashtongue The Cruel, a dragon who delivers a devastating blast of fire to all players each round – except the last player to play a 'take that' Action card on a friend. Or Cursed Goblin, who heals every other time he is hit – and woe to the party that cannot work together. Soul Binder's strength is based entirely upon when you encounter it. If it is your last Encounter, it really may be your LAST encounter.



#2 RELICS & RUIN:

This expansion is jam packed and includes a new set of mechanics, an Event deck and Relic cards. The event deck changes familiar Encounters by adding new conditions, often making them far harder, so even facing the same creature could be a new experience. But to aid players, some of the Events provide the means to gain powerful Relic items.

As for monsters, Gluttony will allow you to break your hand size limit and draw up to 14 cards if you



dare, with each adding to Gluttony's life points. Mill for the cards you want or keep someone else from striking the killing blow by inflating its health... at your own peril. Or the most famous card of the set, Wereboar. When struck by the creature you must draw a "Are You A Wereboar?" card. At the very end of the game, these are revealed and one player may transform to face their friends as a new Wereboar for a wildly climatic end game!

#3 TOMBS & TOMES:

This builds on the mechanics of Relics & Ruin, with more Relics and Event cards and 15 more Encounters, including Betrayal and Thantagist, which has all players transposing souls, literally getting out of their seats to swap their entire game state with another player. Kill the creature quickly and it may just stay that way, so some will sandbag and others will struggle to kill the creature to return to their previous selves.

But the star of Tombs and Tomes is the dual-sided 'choose your own path' adventure book that threads the Encounters together in a full narrative, where your decisions matter and change the outcome of the story. Traps and riddles are blended in, with the core game used to create the battles and challenges in the tale. In 'The Mad God's Maze' the adventurers have caught the attention of Loki himself. "And you didn't disappoint!" Loki says, "You conniving, mean-spirited, nasty little back stabbers...my little angels!" The party is offered a chance to become Loki's herald – if they can prove their worth. It is an amazingly amusing and well-written adventure and not to be missed!





#4 FRESH MEAT:

This expansion was focused on giving fans all they'd be asking for over the previous years. It notably dropped 23 new Encounters, the first new cards for the main deck since the core set and 12 customizable characters that allowed you to draft abilities to make your character unique every time you play. Having unique characters was the biggest request since the game launched and this system perfectly balanced the newfound abilities by chipping away at your starting life total. Easily worth the price of admission, plus it all came in a box big enough to store everything.

#5 DEATH INCARNATE:

Just when everyone thought Smirk & Dagger had run out of ideas, they released expansion 5. For the first time, it was a true themed set, dedicated to The Incarnations which have historically been some of the most unique and difficult creatures in the game. Fate, Pride, even Death himself must be faced with Events and Relics themed on Incarnation creature abilities going back to the original set. It was here that the graphic enhancements were first introduced, setting the stage for the reboot of the base game just a few months ago.



Cutthroat Caverns is a game that can be enjoyed with nothing more than the base game itself. But it is a true quest of discovery that surprises and delights time and again, especially by adding in an expansion or two. There's no need to experience them in order, so start with the one that most intrigues you. But above all, remember well these words: Trust No One.

...

Curt Covert is the owner of Smirk & Dagger Games and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few.



CUTTHROAT CAVERNS: ANNIVERSARY EDITION
SND 0047 \$34.99 | Available Now!

Unusual Elements in YIG SNAKE GRANDDADDY

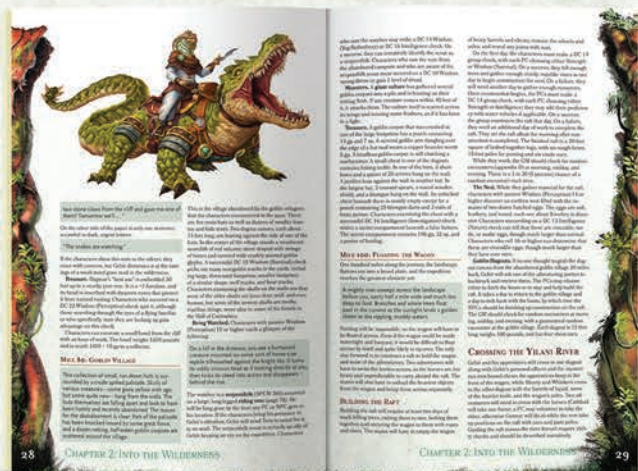


SANDY PETERSEN'S CTHULHU MYTHOS YIG SNAKE GRANDDADDY, ACT ONE: A LAND OUT OF TIME

PTG RPG-2-1 \$24.99 | Available April 2020!

Yig Snake Granddaddy is Petersen Games' new roleplaying campaign for 5e, based on Lovecraft's Cthulhu universe as found in *Sandy Petersen's Cthulhu Mythos*. It brings players from Level 1 up to Level 14-20 over the course of several months of play. It comes in four acts, each 60-90 pages long, which combine into a single epic campaign, from the minds of Sandy Petersen and Matt Corley. This campaign is unusual for two reasons.

First, it features time travel, in that ancient creatures — clear back to the dinosaurs — are being brought to the present day to take over the world. This gives gamemasters a chance to feature extinct species and creatures. For example, dinosaurs and pterodactyls play a role in the campaign. Ancient now-vanished Lovecraftian beings, such as serpent men, elder things, and Yithians also make their appearance, and are fierce opponents, to say the least.



These beings are often less-used in Lovecraftian campaigns, because they're hard to fit into the game world — Yithians should be controlling a world-spanning empire, not lurking in a dungeon, for instance. But this time-travel feature gives us an excuse to feature them. Spoiler — the Yithians do immediately take steps to establish that world-spanning empire!

Second, almost all the opponents are super-intelligent beings. The "stupidest" are the Serpent Men, who have an average INT of 18! The Elder Things and Yithians have average INTS of 23, and many are higher.

This leads to a problem for most gamemasters — how do you portray enemies who are smarter than humans? Smarter than the players, and for that matter, the gamemaster himself?! Well, the rules contain advice on how to do this very thing, and a summary of it is listed here, because it is useful in other situations and games.

Here are some tricks that I've used to play super-intelligent opponents.

1. They almost always know when the PCs are approaching, because they've predicted it.
2. They can instantly identify any equipment, gear, and magic items the PCs have visible. Even if they've never seen the item before, they can correctly work out what it does from its appearance. Remember: super-intelligent.

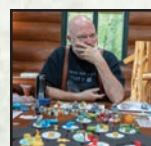


3. As the gamemaster, listen to the players while they discuss possibilities of action. Then assume that the enemies have taken those player options into consideration.
4. If the players pull off a coup of some sort, surprising you, you have two options. First, you can let it succeed. After all, wolves and even insects can sometimes surprise humans. Or if you feel your super-enemies would have figured this out, give them a contingency plan. Just pull it out of your butt — there is an escape pod, or a teleporting dinosaur, whatever. Don't over use this though.
5. If the enemy is defeated, figure out a way that they can work that defeat into their evil plan. You may not see how at first, but you might be able to figure out something by next week's game night.
6. Such enemies should rarely or never fall for an ambush.



Don't despair — it's okay if the PCs pull off victories. You're not trying to "beat" the players. You just want their victory to feel like they beat entities who were smarter than they. This will give them a real feeling of accomplishment and make your game night a fun one.

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game *Call of Cthulhu*, which has been translated into many languages and is still played worldwide. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including *The Gods War*, *Evil High Priest*, and the much-admired *Cthulhu Wars*.



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PREPARE FOR LIFE'S JOURNEY



Life is a winding road. In **Inner Compass**, play as one of four characters searching for meaning in their everyday lives. Make the right choices, experience the full spectrum of emotions, and ultimately find your own inner compass.

COMING MARCH 2020





EPISODE #21 - BASING: ADDING MORE

Welcome to the latest "episode" of Painting Happy Lil Minis in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.



CREATING CONTEXT

In our last episode we showed you a couple of different ways to add some basic textures to your miniatures bases. This time around, we're taking it all a bit further and adding even more texture.

I can't remember who told me this little adage, but I've tried to stick to it ever since - "Basing looks good if there are three different elements used to create your texture." For a 'standard' base this might be sand, a couple of rocks, and some grass, but it's this point that you can REALLY create context for the environment your miniature is standing in.

Is your model in a woodland setting? A grassland? A dank dungeon? Or even on the deck of a spaceship? Each of these locations will have readily identifiable elements that you can include.

Another thing to consider might be the season. Winter bases might feature snow and dead grass, while Autumn might include red and orange leaves scattered over dying grass. Whatever the season, there are plenty of ways to go about it.

Of course, you don't have to use three elements. You could go with two, or four, or more, as long as you are creating a wonderful context for your miniatures. The "Spring thaw" basing scheme for my Ogor Irongut on the next page is just an example of how you can do this.



We started with a base created in the same manner as the previous episode (check February's issue of *GTM*).



Although the grass tufts are sticky already, I always use some superglue to ensure their bond to the base is strong.



It is easiest to apply the tufts using a very fine pair of tweezers, so you can avoid getting superglue on your fingers.



I wanted the tufts to appear mostly dead and dry, so I drybrushed them carefully with Vallejo Model Color Ivory.



To create the snow effect I used the Citadel Basing Tool to pull the Valhallan Blizzard texture paint from the pot and....



...carefully apply it around the feet of my Ogor Irongut. To give the impression of real snow, I built it up around his boots.

BUILDING ON THE WORK OF OTHERS

Not all ideas you have for basing can be as easily achieved as the snow base above. Sometimes you might want a base that represents an industrial factory, or the interior of an alien spaceship, or cobblestones, or any number of fanciful settings.

If you are just making a single base, you might want to make it yourself from modeling materials, but if you need to base an entire warband or army of miniatures on similar bases, then you might want to check out various smaller companies – including Secret Weapon Miniatures and Dragon Forge Design – who make a wonderful variety of resin bases that are already detailed. You just need to paint them and mount your miniatures!



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



IN THE HALL OF THE MOUNTAIN KING (BTI 2001)

From Burnt Island Games, reviewed by Eric Steiger

 12 & Up	 2 - 5 Players
 90 Minutes	 \$49.00

Let's get this out of the way first: **Yes**, you will absolutely have the song stuck in your head the entire time you play this game. Still worth it. For a resource-management game with this many moving parts, this recent Kickstarter success is surprisingly accessible and approachable. After an intimidating setup, we managed to grasp the fundamentals of the game quickly, and had an enjoyable time collecting trolls and tunneling our way into the beautiful mountain board.

You begin the game with 4 trolls as the bottom row of your own pyramid (your "Trollsmoot") and resources corresponding to them. In the middle of the table is the Horde, a pyramid of trolls three ranks high, with higher ranked trolls producing more resources than lower. When you buy a troll from the Horde, you must bribe all of the trolls below it in the pyramid (the bottom row are free) by placing a coin on them, which will then be a bounty for any future player who takes those trolls. After you buy a troll from the Horde, you place them on your pyramid and cause a cascade of resources — you place resources on the troll you just bought, along with all trolls in your Trollsmoot below it refreshing their resources as well. This forces you to think about where you spend your resources from, to maximize the amount regenerated from a cascade.

What are you spending these resources on? Well, there are a lot of different kinds, and they all do something different. The three different minerals (stone, iron, and heartstone) are used to build tunnels on the board, and the more valuable the mineral you build with, the more points the tunnel is worth. Hammers are used to break through rubble on the board, letting you build in otherwise-inaccessible spaces. Gems power magic spells. Coins are for bribing trolls. And carts let you drag statues through your tunnels to where you want them to go. Wait, statues?

Yes, statues. As you build tunnels, you will unearth statues of different types. They begin in the outermost area of the mountain, but you want to bring them as close to the heart of the mountain as you can

to score more points from them. You'll use carts matching the color of statue to do it, spending one per tunnel that you drag them through. But there are other neat tricks you can do with statues as well, and planning smart statue placement is a major part of your endgame scoring. When you buy a level 2 troll (having paid the necessary bribes), it comes with a platform matching one of the 3 colors of statue. You can add that platform when you build a tunnel, if the tunnel has a platform anchor, and score a few points. If you drag a statue onto that platform, it's worth twice as much at the end of the game (based on how close to the center of the mountain it is). But, there can only be one platform of each color on each level of the mountain, so you'll be racing your opponents to build them. Alternatively, you can overlay large areas of your tunnel with Great Halls, which are worth a specific amount of points at the end of the game... but more points if they have a statue in them (of any color).

If all of this sounds overwhelming and confusing, you're not alone — the first time I read through the rulebook, I was thoroughly intimidated. But within 10 minutes of sitting down with my group and taking a few turns, we were all comfortable with the rhythm of the game and the back and forth

of gaining resources by taking trolls, and spending them to build tunnels. The game ended up being a very cutthroat and competitive Euro, with effective resource management being absolutely essential to building tunnels, collecting statues, and then making the most of them before two players finish off their pyramid of 10 trolls in their Trollsmoot and trigger the endgame. If I have one complaint, it's that this is a pure Euro — the only way to affect your opponents is by beating them to a particular board spot, troll card, or Great Hall shape. If you're looking for more player interaction and direct conflict, then give this a pass in favor of something with miniatures and dice. But if you're excited by the idea of perfectly planning your resources to spend the exact amount to do what you need to by the end of the game, without having burned them all too quickly, then I highly recommend a visit to the Hall of the Mountain King.

...

Eric is your friend, and friends wouldn't let you play bad games.



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Cutting Black is a plot book with the background and fallout of this blackout, and **30 Nights** is a campaign book taking runners through a full month in blacked-out Toronto. Together, these books plunge players into a new kind of action, as the Sixth World tears itself down and struggles to see what will emerge from the wreckage.

Both books are available at game stores and catalystgamelabs.com!





THE CASTLES OF BURGUNDY 20TH ANNIVERSARY EDITION (RVN 26925)

From Ravensburger, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



12 & Up



1 - 4 Players



70 - 120 Minutes



\$59.99

Today we are looking at *The Castles of Burgundy Anniversary Edition*! We had never played the original game, so this was new to us. But everyone we told knew the game and said they loved it. So, we were excited to try it! We were not disappointed. At first, when we received the game, we were surprised at how heavy the box was. There was a bit of punching to do at first, but the rules made it easy to separate out all the pieces, and they gave plenty of bags to store all of them. This version also comes with some expansions. We added the expansion hex tiles to our game. We did not play with the shield expansion or the trade routes, but we plan to do that the next time we play.

Each player is a duke in 15th Century Burgundy, France. Your goal is to have the most victory points at game end by trading, farming, building, and doing research, all to make your estates prosper!

The game is played over 5 phases, and each phase has 5 rounds. It may sound like a lot, but with two players, it flowed very nicely. They say the game could take up to 120 minutes to play, but our game (even while learning it) took us just over an hour to play through.

SETUP

Once everything is punched out, setup is easy. The game board has two sides, so we used the 2/3 player side, which gives you fewer hex spaces to use. There are five phase spaces where you randomly put 5 face down goods tiles on each. Each player chooses a color and receives two tokens in that color: one to track victory points, and the other to monitor the turn order. You also receive two dice in your color. Each player is given a player board. The boards are numbered to make gameplay different each time you use a different one, but be sure all players are using boards with the same number. The player board has your "duchy" of 37 hex spaces that represent towns, rivers, pastures, monasteries, mines, and castles! Each hex has an icon representing a die side. This aids you in where you can place different tiles you acquire. There is also a storage space to store your purchased tiles before you place them, and areas to track goods you collect, silver coins you have, and workers who are helping you. You get a victory point 100/200

marker to use if you pass the 100 or 200 position on the tracker.

Everyone starts with 1 castle tile that is placed on their board in the center spot. You also start with 3 random goods, 1 silver coin, and starting workers. Roll to see who will go first. That player also receives a white die that he/she rolls with their colored dice. There are other components, but we will talk more about them in the gameplay. Once everyone is set up, you are ready to play!

GAME PLAY

Before each phase begins, you set up the board by placing hex tiles on their matching spaces on six depots on the board. The hex tiles represent castles, ships, buildings, monasteries, mines, and livestock. There is also a "black depot" in the middle of the board that hold face down black hex tiles that could be any of these, but you won't know what it is unless you pick one during your turn. You then take the first stack of goods for phase 1 and lay them in the five round spaces face up. This is how you track what round/phase you are on. For the next four phases, the first step is to take any used hex tiles off the board, and they are taken out of the game and replenished with new tiles each phase.

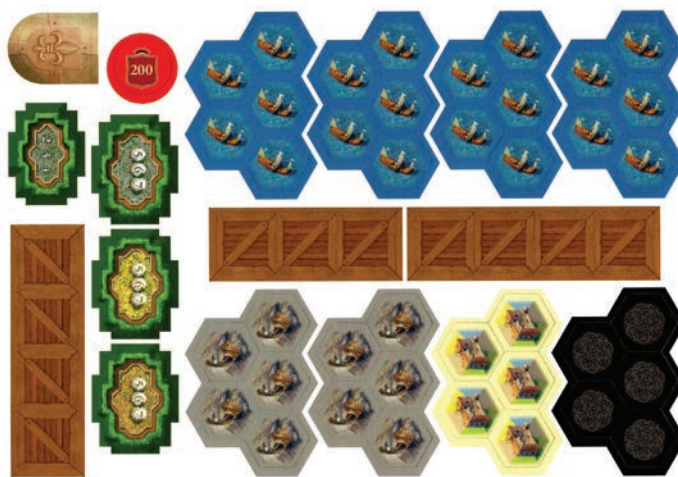
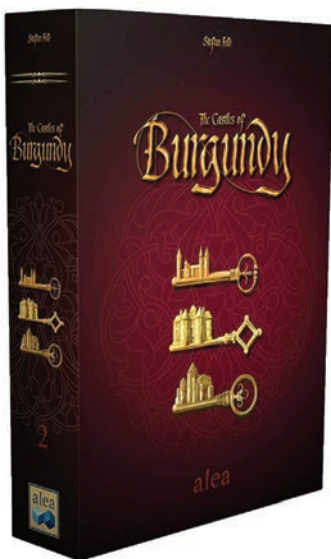
Each round is played the same and starts with everyone rolling their two dice (except the first player who also rolls the additional white die). When the white die is rolled, you take the first "good" from the round area and place it in the depot matching that number. That good is now able to be retrieved by players.

Starting with the first player, you take two actions (one per die) per round. You can:

a) Take a hex tile from the game board. Based on the die result, you would take a hex tile from that numbered depot. So, if I rolled a six, I would see what is available in that depot (e.g. building, livestock). Whatever you take is put in your storage area on your duchy; you can only have 3 in storage at a time. You can also use workers to

increase or decrease the number of your die, if you would rather look in another depot. When a worker is used, it is discarded.

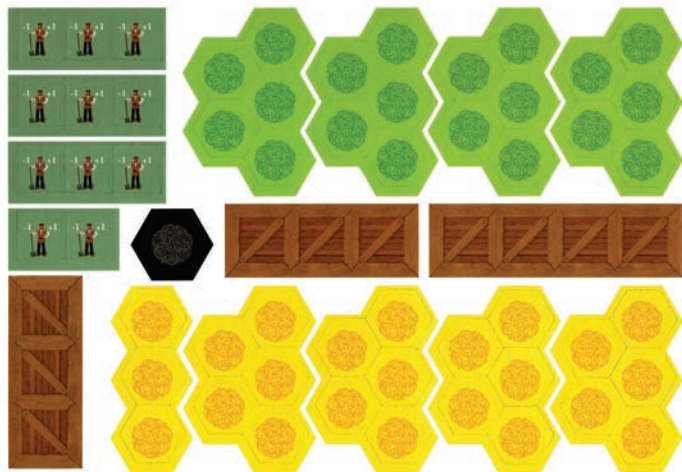
b) Place a hex tile in your duchy. You must place the tiles in the appropriate hex based on the type of tile it is (i.e. ships go in





the blue river hexes), and based on the number of the rolled die that matches the number on the hex space. Based on the type of tile you placed, many things can happen. For example:

- Monasteries all have special abilities that they do either right away or are scored at game end. There are 26 different monastery tiles that do different things. Most times, we had to look in the book to see what they did when we placed them. Our advice is to copy those pages from the rulebook and give everyone a copy to look at while playing to make this easier.
- Ships are essential! They help you move up the first player track to potentially be the first player next time, giving you a little advantage. When you play a ship you can collect goods from the depot. Goods are excellent as you can sell them later, claim victory points, and earn a silver coin!



- Castles are cool because they allow you to immediately take a third action during your turn
- Mines: When you place mines on your duchy at the end of a phase, you get one silver coin per mine
- Livestock: As you place them, you get one victory point for each animal in the hex. If you put it adjacent to another hex with that same animal, you collect points for that one too!
- Buildings: There are many kinds of buildings, and when you play them, they all can do different things

immediately. For example, if I place a church, I can immediately take a mine, monastery, or castle from the game board and put it in my storage. The buildings also have a reference card which is nice, but we did look at the rules a bit while learning what each building did.

During the hex placement, if you complete an area (i.e. a contiguous pasture), you get bonus points for that. If you complete all areas of the same type (i.e. *all* your pastures) you also get a bonus token for more victory points!

- You may sell goods to get 1 silver coin, plus victory points based on how many of a particular product you sell
 - You may take two worker chips
- You may also take an additional black depot action by spending 2 silver coins. If you do that, you can buy one of the face-down black hex tiles and take a chance getting something else to put into your storage for future placement.
- After a round is complete, the dice are rolled again, and you continue doing this for four more rounds. Once the last round is done, that phase is over. You then start with the phase cleanup/setup, and begin the next round. Once the last phase (round 5) is over, the game ends.



For final scoring, you get:

- 1 victory point for each unsold good
- 2 victory points for each silver coin you have left
- 1 victory point for every 2 workers you have left

Last, you score any monastery bonus points. The person with the most victory points wins! In our first game, Philip beat Jane by literally... ONE point! (and yes there was a recount – haha)

Overall, we absolutely loved this game, and will probably play it for years to come!

Please check our website and YouTube page for more great game reviews for 2 players!

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



SPYMASTER (CLP 137)

From Calliope Games, reviewed by John and Issac Kaufeld

 8 & Up	 2 - 6 Players
 20 - 50 Minutes	 PI

A furtive glance and an almost imperceptible nod. A switched briefcase. A mysterious code. It's all just another day in the world of international espionage.

There's something about spies in pop culture (and real life) that captures the imagination. And now, thanks to *SpyMaster* from Calliope Games, that world just landed on your tabletop.

So find your source, make contact, and follow the clues below to find the top five things you need to know about the world of *SpyMaster*.

RUNNING YOUR ORGANIZATION

In *SpyMaster*, players take the role of espionage bureau chiefs, each with a group of agents at the ready.

At the beginning of each round, players look at the six missions available around the world (er, the board) and carefully select the intelligence cards they'll need to complete some missions and earn victory points.

Play continues through five rounds of intelligence gathering and mission operations. After that, players total their victory points and determine the winner.

CARDS WITH THREE USES

Intelligence cards can help you in three ways during a game of *SpyMaster*.

First, you need one or more intelligence cards to complete each mission. The missions show both the type and the value of the intelligence cards required to claim them.

But before you can claim a mission, you need to maneuver your agents — and possibly some freelancers — into the right location. To move them, you play one intelligence card at a time from your hand. But pay attention to which cards you need to finish those missions so you don't spend them while moving agents!

At the end of the game, players who kept the highest value intelligence cards in their hands earn valuable bonus points that might even sway the balance of power.

SPLITTING THE DECKS

One of the game's most interesting strategic moments happens when the round's lead *SpyMaster* (first player) splits the available intelligence cards among the players.

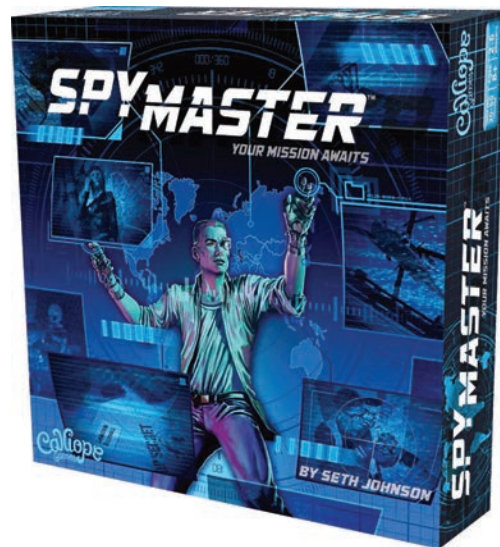
During setup, you build five draw decks, each with a specific number of intelligence cards depending on the number of players. At the start of each round of play, the lead *SpyMaster* turns one deck face-up and carefully places the cards in order on the table.

They then split the cards into hands for the other players to select. One of the hands also gets the card which lets that player become the lead *SpyMaster* next round. (At the end of the game, the *SpyMaster* card becomes the final tie-breaker condition.)

The lead *SpyMaster* can't change the order of the cards as they do this — they can only adjust how many cards go into each hand. This creates some of the game's most wickedly challenging moments, second only what comes next when the players choose the cards they'll add to their hands.

PLAYING, REPLAYING, AND DOING IT AGAIN

Thanks to how the game's clever card mechanics work, *SpyMaster* is almost infinitely replayable.



Setup begins with players randomly placing their agents and the freelance agents around the board, followed by assigning two mission cards to each of the map's six geographic areas.

With five potential mission locations in each of the six geographic areas of the board, you never know where you'll need agents and freelancers or which intelligence cards you'll have access to.

Plus, a single game will use only half of the included mission cards (at most), so you always have new missions to look forward to. (In case you wondered, our favorites were "Protect the Android Panda" and "Sabotage the Ambassador's Porch Light.")

MESSAGE FROM [REDACTED]

Just before submitting this review, we received a priority message from one of our informants inside Calliope HQ.

We ran it through the decoder twice to make sure that we got everything right, but we still can't make much out of it. Maybe you can figure it out when you get your own copy of the game.

Here's your message: "Clever spies will be rewarded with hidden objectives if they think inside the box."

VERDICT

We see a lot of *good* games these days, but *SpyMaster* is *great*.

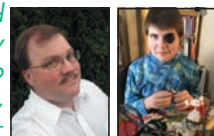
The designers delivered on the theme with everything from card text and components to board design and game mechanics. Players stay involved every moment as new missions replace completed ones and spies shift around the board. Everything works together to make the game both gorgeous and engaging.

SpyMaster brings the exotic world of international espionage to your tabletop with a great combination of strategy, replayability, and table-pleasing entertainment, all delivered with a sly wink and nod to classic tropes of the espionage genre.

From our hidden lair on this innocent-looking tropical island, we give the game a solid thumbs-up.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





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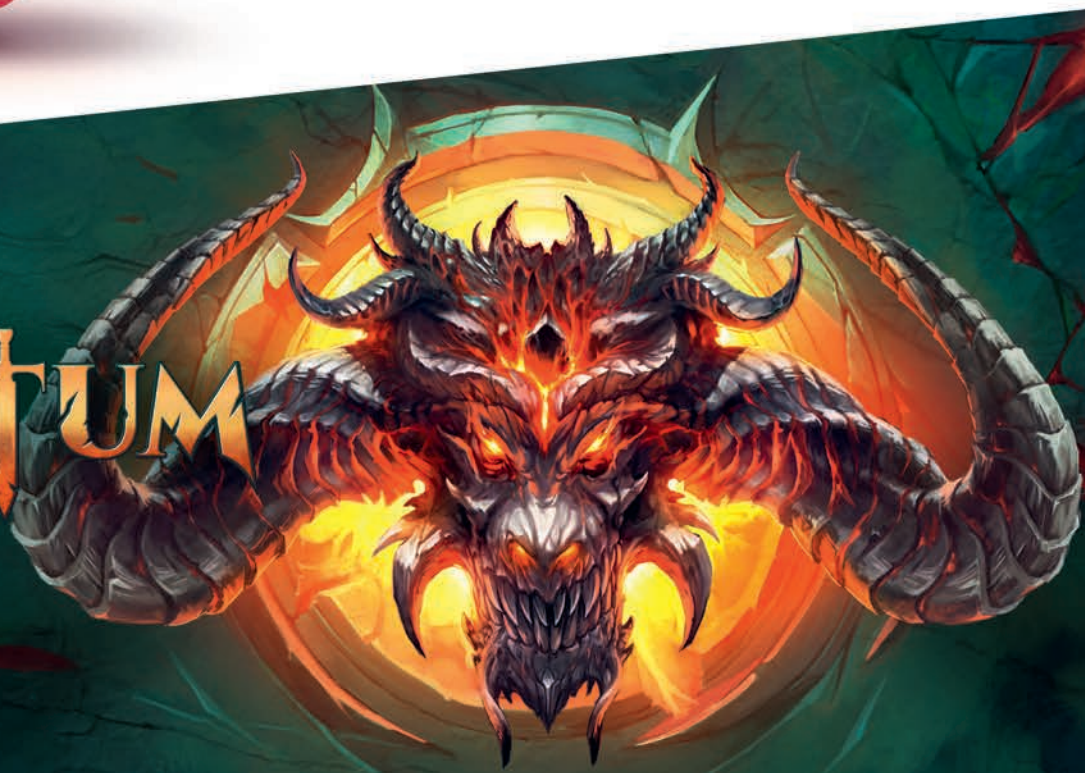


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A GAME OF THRONES: HAND OF THE KING (FFG VA100)

From Fantasy Flight Games, reviewed by Brian Herman



14 & Up



2 - 4 Players



15 - 30 Minutes



\$12.95

Fun fact: I adore small footprint games at times even more than big box games. With a wallet-friendly price point and shelf-friendly footprint, they are like perfect little snacks to satiate my gaming habit when I don't have time for a 2-hour session and a box full of components and baggies. Sometimes 20-30 minutes is enough of a treat to get you through to the next meal. I also adore IP-based games, as I find the challenge of fitting in an intellectual property into a game engine in a unique and meaningful way is more art than science. With this philosophy in mind, *A Game of Thrones: Hand of the King* does not disappoint. It's a small snack that feels like a full meal, rich with the mythos of the houses of Westeros.

In *Hand of the King*, players take turns taking on the role of Varys the spider, manipulating the various houses in a war for the Iron Throne. Setup consists of shuffling the 36 square cards together that represent the noble houses of Westeros and laying them out in a 6x6 square grid that represents King's Landing, drawing 6 face up "companion" cards and placing them at the top of the play area, and creating a pile of banner tokens off to one side, each one representing one of the houses in play. Each house has a different number of nobles, counting down from the Starks with 8 members, the Greyjoys with 7, all the way down to the Tullys with 2. The lone card on the field without a house is Varys.

Each turn, players take turns choosing a house and moving Varys either horizontally in his row or vertically in his column "collecting" every member of that house for that player's score pile. If at any time a single player has more members of a house in his score pile than another player, that player gets a house banner token matching that house. At any point in the game when a player collects the last available member of any house, they can activate one of the available companion cards at the top of King's Landing to a variety of themed affects. At the end of the game, when Varys can make no other legal moves, the player that has the most banner tokens wins.



For such a simple concept, gameplay and strategy is fiercely compelling. On your turn, do you move Varys to collect the last of a house to activate a companion, or do you collect more of a house



that you have been working on to cement your existing banner token, or do you move Varys to the least advantageous position for your opponent to follow up next round? This decision will repeat over and over throughout the game and with the varied setup/companion cards, no two games will be alike.

The companion cards abilities are very much in tune with the show, and very much in line with editorial accuracy of the source material. Gendry Baratheon counting as a Baratheon card, Kal Drogo killing one member of the Targaryen and abducting another, and Bronn coming to steal Tyrion from any play area all feel perfect. The art on each card is hilarious and adorable. Drawn in a manga-stylized manner, it depicts the various cast of characters around the *GoT* mythos wonderfully, from Eddard Stark's perpetual frown to Shireen Baratheon's greyscale. This art magnifies the "fun" aspect of the game tenfold; seeing these characters drawn in such a comical way takes you away from the darkness of the story's source material and makes it lighter and more fun.

Fun is certainly not lacking here at all. While *Hand of the King* is a small box, the amount of enjoyment I've gotten out of the game is not minute at all. The game engine may be simple, but it triggers that part of the brain that asks for "one more game" each time Varys collects the last noble possible. This is where I live and breathe with small footprint games, a deceptively simple engine skinned remarkably well to a well-known intellectual property results in a fun time for everyone involved. *A Game of Thrones: Hand of the King* is worth double the price of admission.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the *Sorting Hat* would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



GENESYS

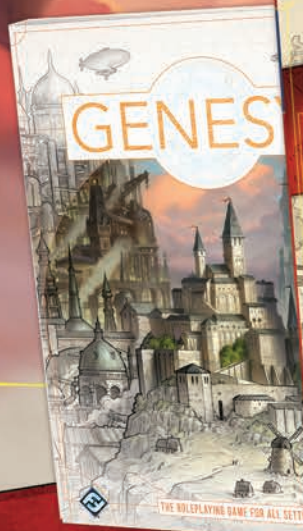
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SECRETS OF THE CRUCIBLE

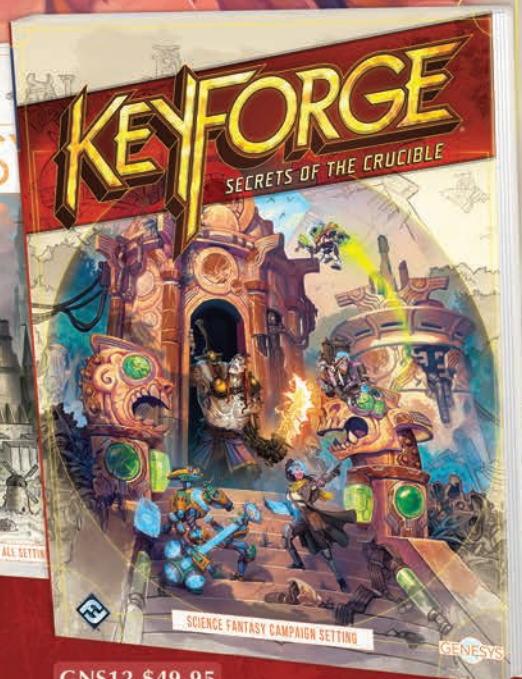


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SHADOWRUN RPG: 6TH EDITION CORE RULEBOOK (CAT 28000)

From Catalyst Game Labs, reviewed by Thomas Riccardi



14 & Up



2 & Up



90 Minutes & Up



\$49.99

The 80's will be remembered as a time where Saturday morning cartoons reigned supreme and consumerism was on the rise. A company called FASA released a roleplaying game that no one had ever seen before; it was called *Shadowrun* and it would go on to be one of the most innovative games released on the market. Combining both cyberpunk and fantasy together in a strange new world, people were hooked from day one (myself included). Now, Catalyst Labs have released *Shadowrun*, the *Sixth World* (aka *6th Edition*) to coincide with the game's 30th anniversary — so, strap yourselves in chummers as we dive into this review!

For the uninitiated, *Shadowrun* takes place in the year 2080: the VITAS plague has ravaged the planet, setting the stage for the fall of the old powers and the rise of the Sixth World. Elves, orks, dwarves and even trolls are commonplace alongside humans on the streets, while magic and mythical creatures can be found around the globe.

From the ashes of the old world also comes the dawning of “megacorporations”, who only exist to protect their precious corporate interests. These globe-spanning conglomerates sometimes require someone to do *special* work for them. This work can get messy, but you are a shadow runner and you can get in and out of places most would fear to tread. Are you ready?

Character creation is pretty simple: you have priorities for each of the five aspects of your character (Metatype, Attributes, Skills, Magic, and Resources) and you assign a priority to each of these. Once assigned you will put points into your attributes and skills and buy your gear. Next, you will spend 50 Karma points to do things such as advance skills or gain Qualities (that give you edges in various situations). Finally, you calculate your Attack/Defense ratings, Initiative and Attribute-only tests along with contacts and you are ready to play!

If this sounds complicated, fear not as there are a few ready-to-play archetypes so you can hit the streets running right away. From the Decker that prowls the cyber-reality known as the Matrix, to the Street Samurai that lives in peace and abides by the code of the warriors of old.

Skills are what your character will be using most of the time and they range from how well you shoot that Ruger Super Warhawk, to casting spells. Each of the skills are ranked 1-9 and the amount you have in said skill + the corresponding attribute determines how many dice you can roll. You will need these in combat, as there are *three* types of skills: close combat (for melee weapons and attacks), firearms (of any type), and exotic weapons (such as heavy weapons). Once you figure out how many dice you



can grab, you will also determine how much “Edge” you gain in that round (“Edge” is used for special actions, adding to your scores, etc.).

This review just barely scratches the surface, but some will want to know how this is different from the 5th edition: for one, Weapons and Armor add to your Attack Rating / Defense Rating rather than being rolled as a Resistance test. Skills have also been simplified with a shorter list; instead of having skills in long arms or bladed weapons they have been grouped into firearms and close combat. Edge has also been expanded so you can gain and spend it easier in this edition and this will help you get out of some tough situations. Actions have been broken down into two classes which are major and minor actions and with a new initiative system this streamlines combat.

Also, limits have been removed as it was prevalent in the older system, however, this (along with a focus on speed) had no bearing on the new system and were eliminated (this also changes the function of Matrix attributes as well). Spells in this edition do not use force but, they can still be amplified or played as is. These are just a few of the updates in this new system so you need to check this out as it feels like a big improvement on previous editions.

If you are a fan of *Shadowrun*, then you definitely need to check out the 6th edition as it has a streamlined new system that will appeal to both veterans and new players alike. For more information on this and other great products head over to <https://www.shadowruntabletop.com/> and get ready to go on a run.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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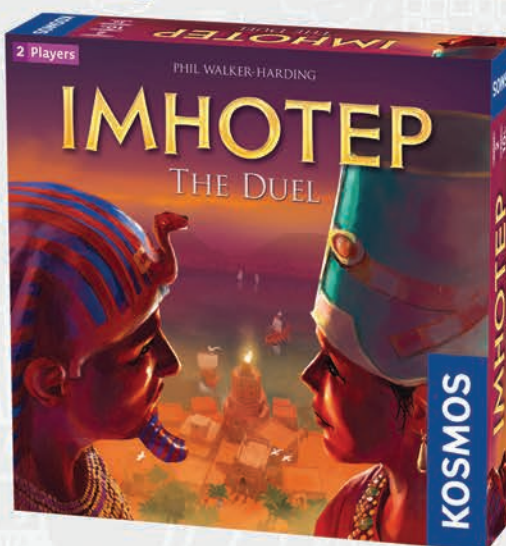
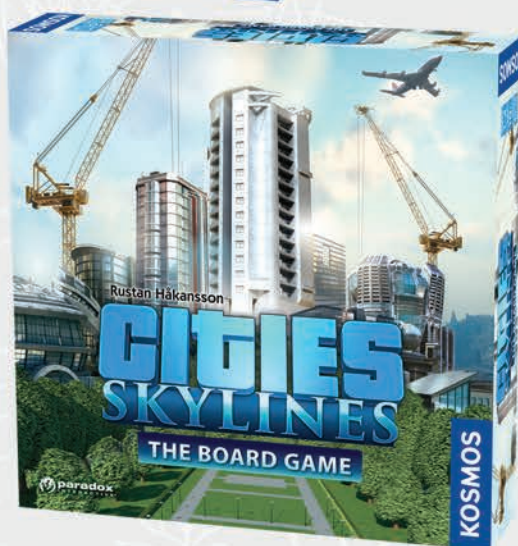


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